



“Jermaine”
1025-192
Final Board



Date 07/18/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 07/18/14
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Jesse Moynihan
& Brandon Graham

Animation Studio
SAEROM

AUG 18 2014

1025/192

1025/192

1025/192

ADVENTURE TIME



Page 1

Sc. 01

Pnl. A

Bg.

day night

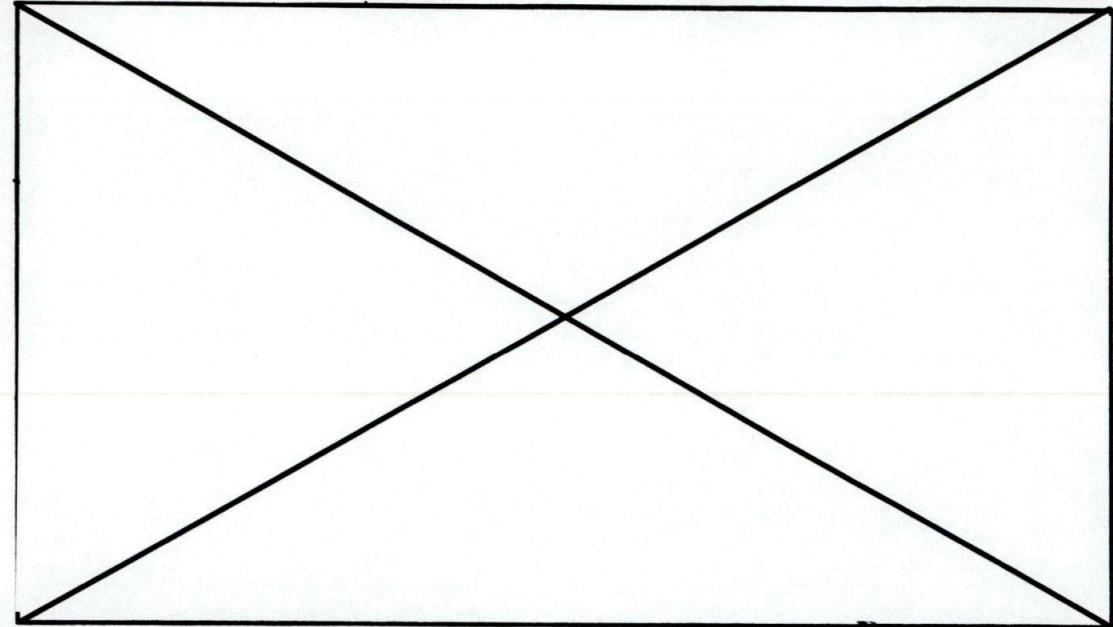


Sc.

Pnl.

Bg.

day night



Dialog:

Action: — Close up on Jake

Timing:

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Production :

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ADVENTURE TIME



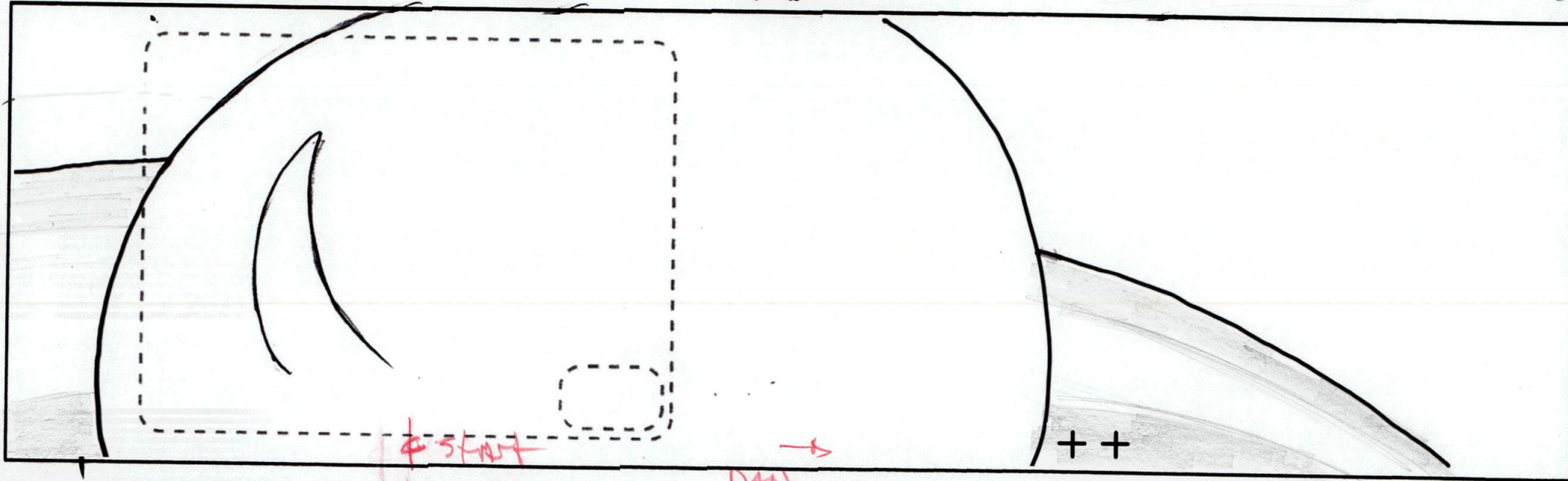
Sc. 01 CONT

Ptr. B

Bg.

day night

Page 2
2A NEXT
day night



Dialog:

Action:

— Close up on Jake's tail.

— Jake spins as he slides along

(NO ARMS)

— ADJ. RIGHT W/ ACTION

(slides along an endless
Lady rainicorn back)

Timing:

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Production :

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ADVENTURE TIME



Sc. 1 CONT

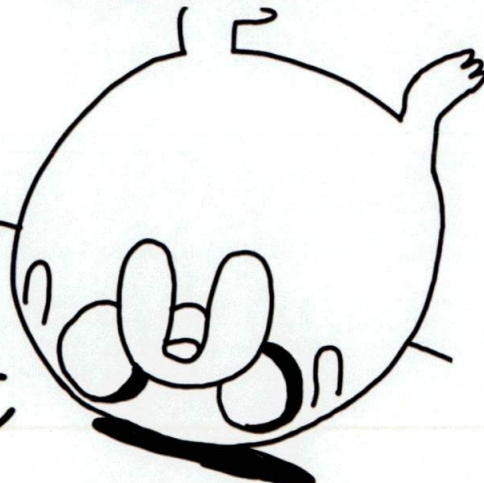
Bg.

day night

Page 2A

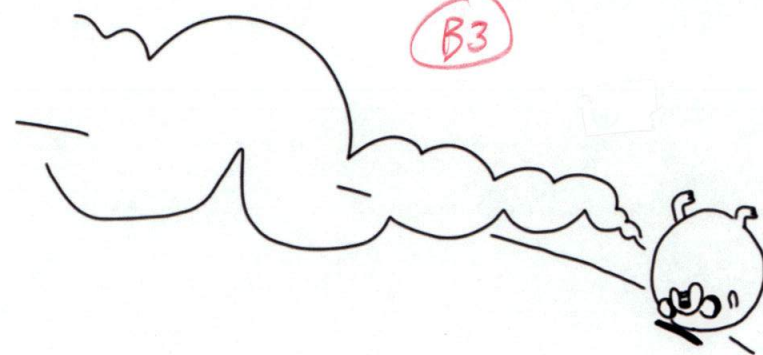
20 NEXT

(B1)



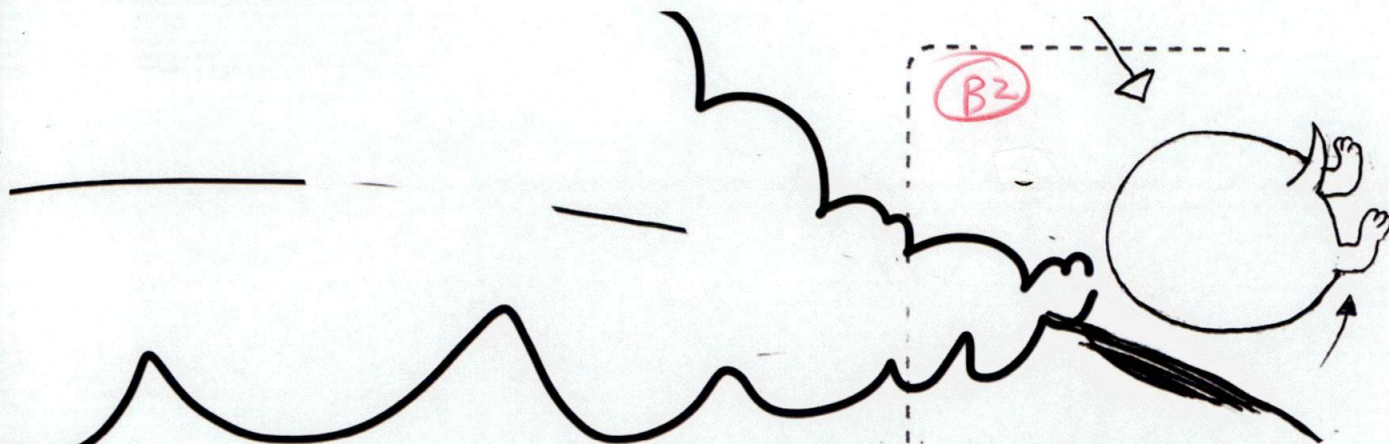
++

(B3)



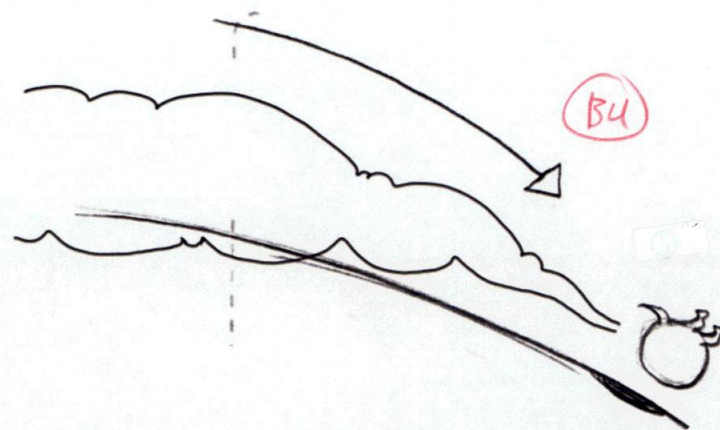
++

(B2)



++

(B4)



++

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ADVENTURE TIME

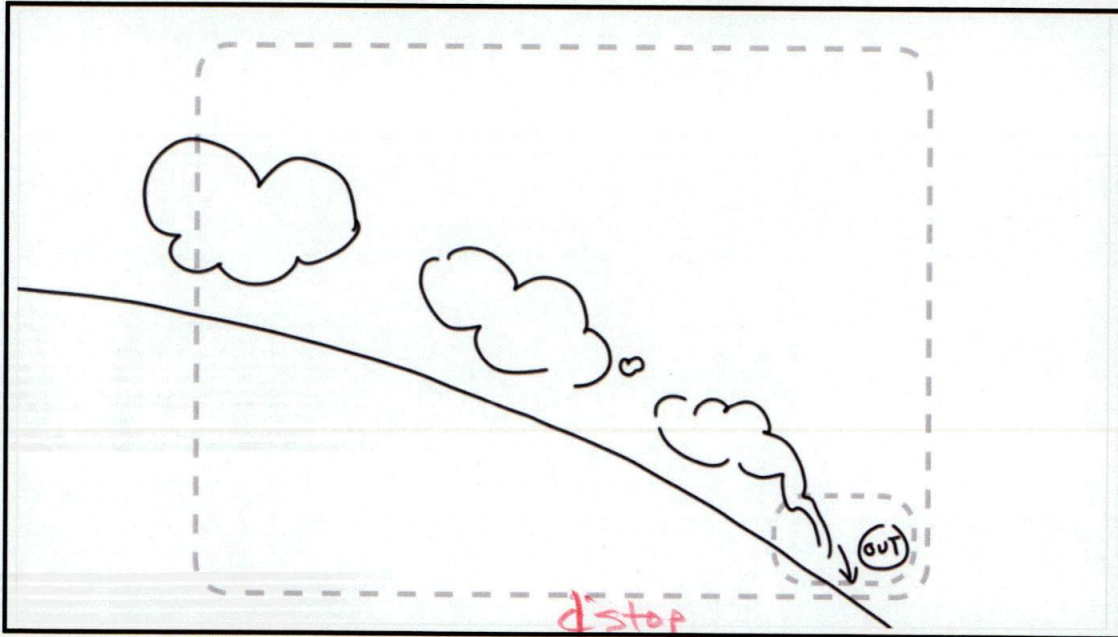


Sc. 1 *CONT*

Pnl. C

Bg.

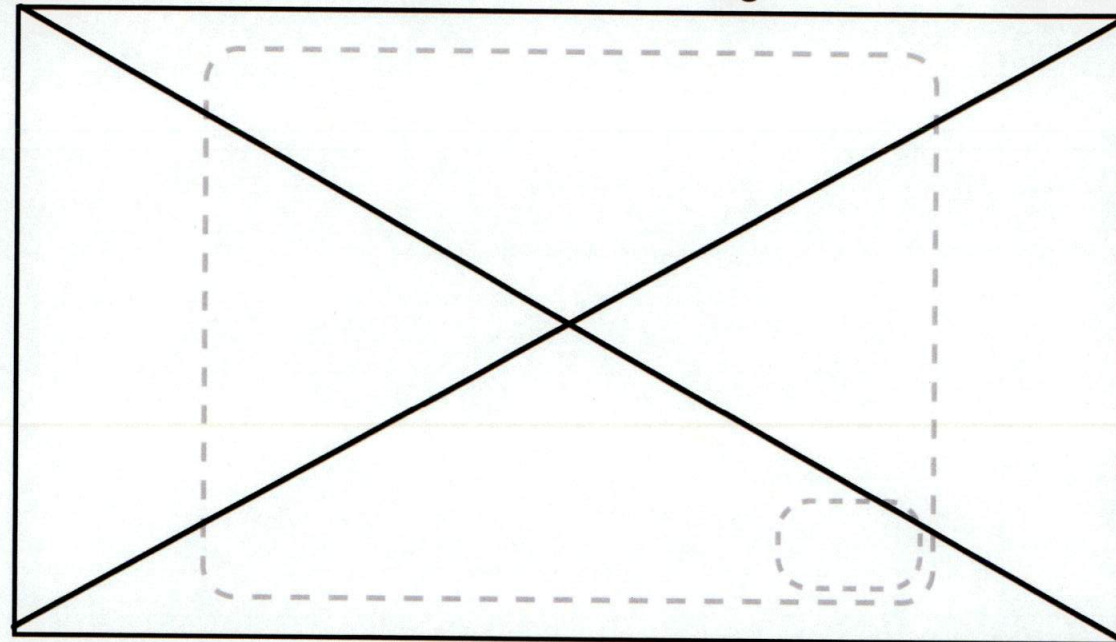
day night



Sc.

Pnl.

Bg.



Page 2B

3 NEXT
day night

Dialog:

Action:

Timing:

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Production:

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cut

ADVENTURE TIME

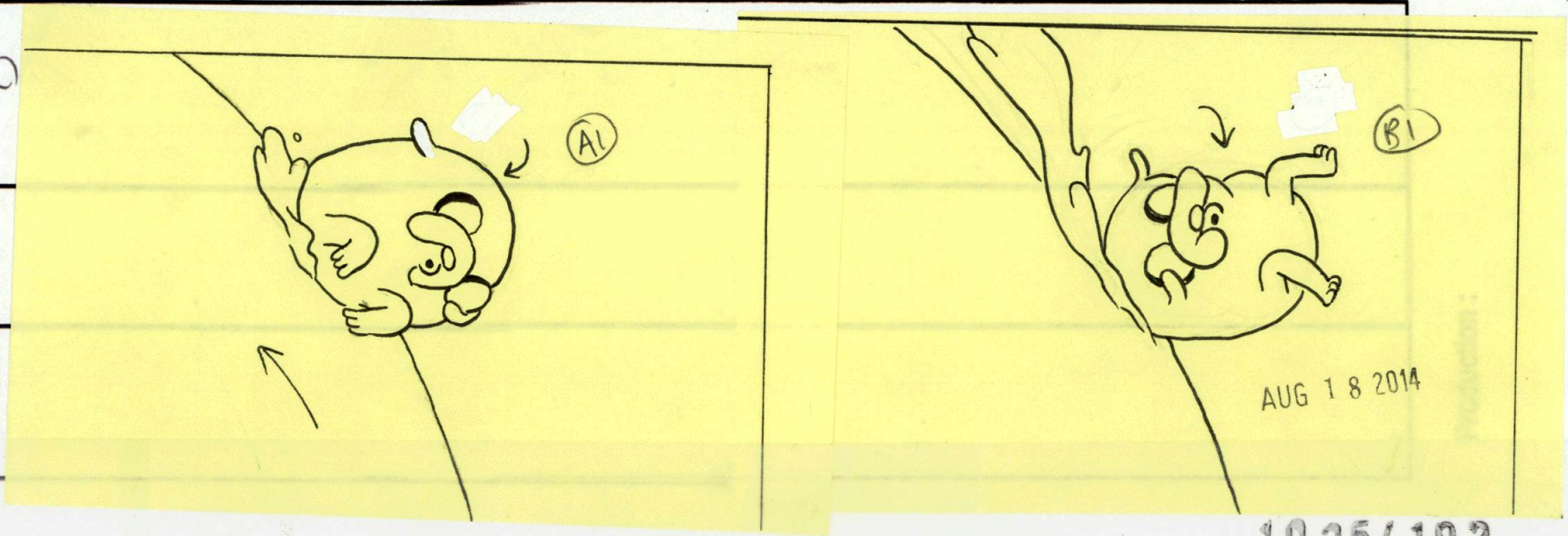


Sc.2 Pnl. A Bg. day night

Sc.2 CONT Pnl. B Bg. day night

Dialog:
Action:
Timing:

rainicorn
↓: Wooooo



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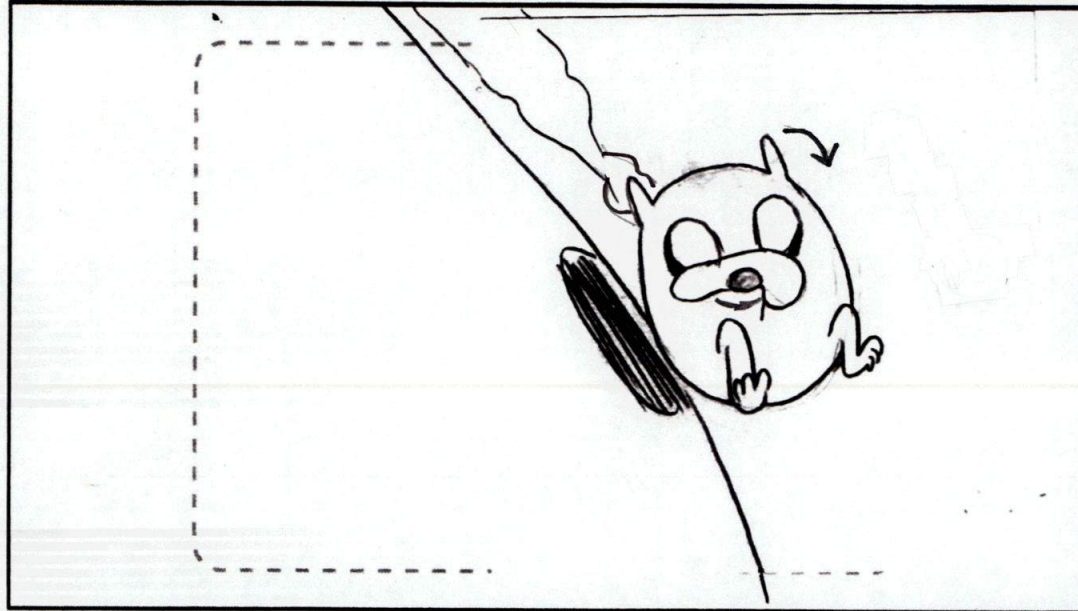
1025/192

ADVENTURE TIME

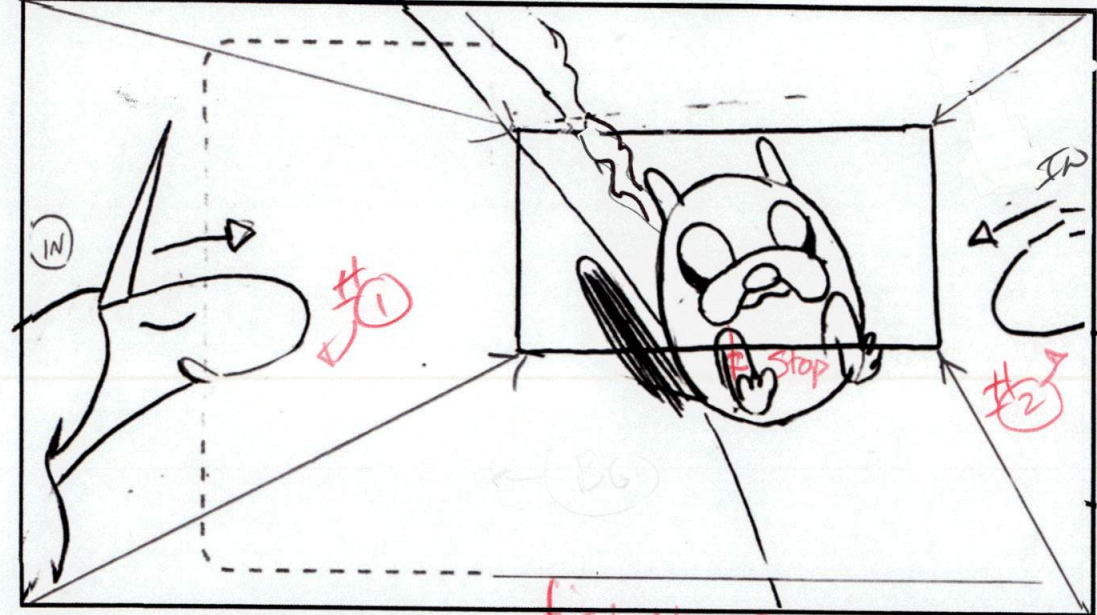


Page 4

Sc. 2 *CONT* Pnl. C Bg. day night



Sc. 2 *CONT* Pnl. D Bg. day night



Dialog:

① Hello

f start Diag truck in

Action:

- two Lady Rainicorn's come in

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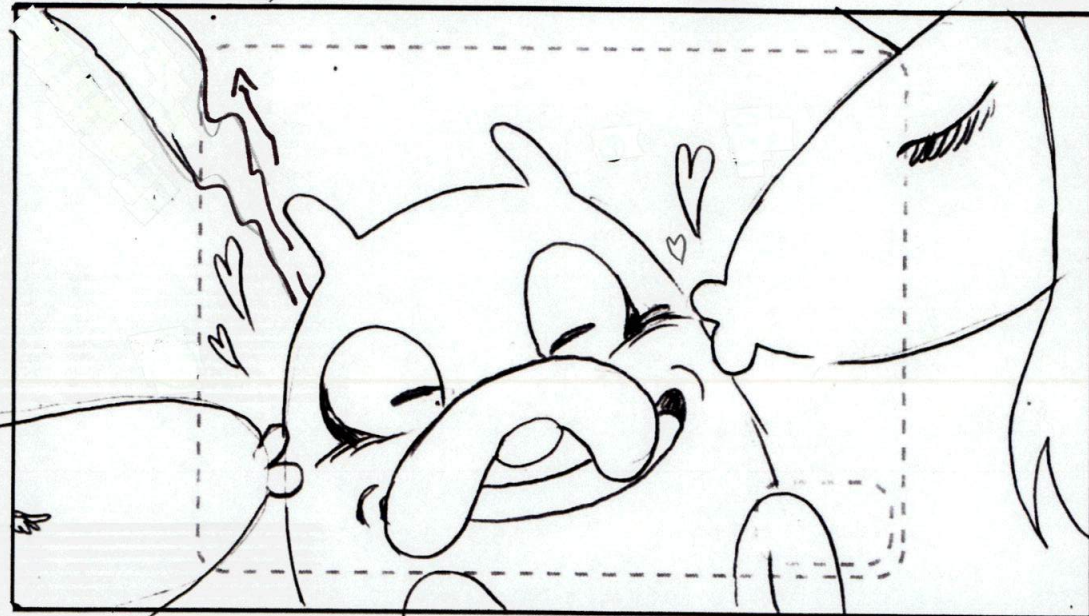


Page 5

Sc. 2 CONT Pnl. E

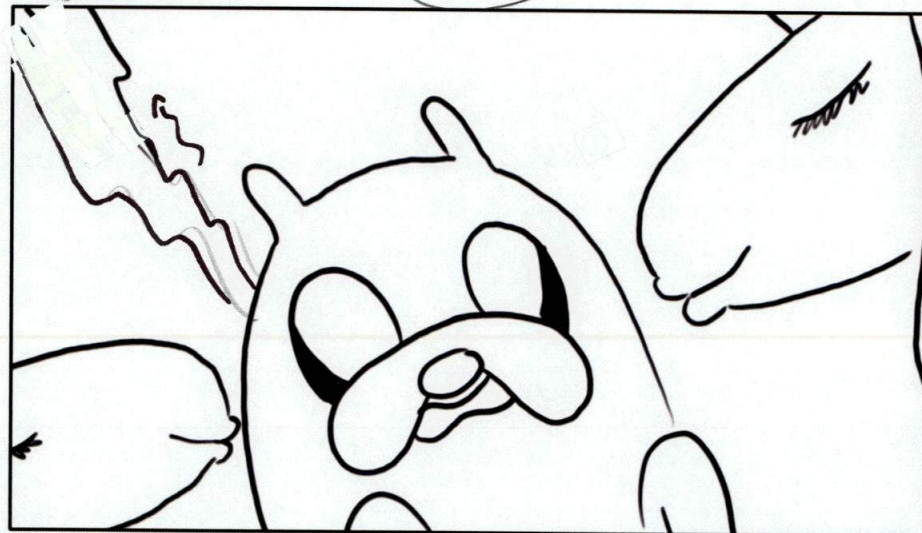
Bg.

day night



2 CONT

(E1.A)

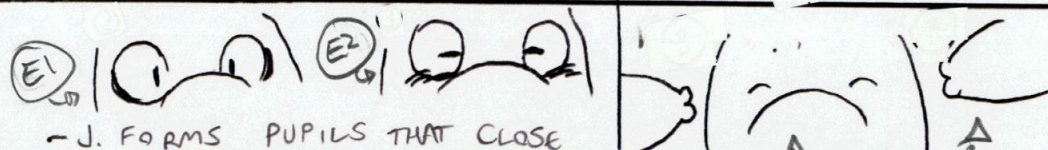


Dialog: J: Hehehe

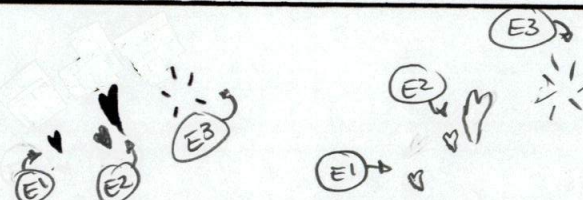
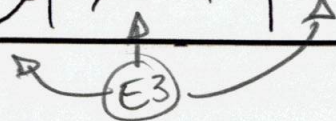
L: [KISSING]

-TRUCK in on L.R's kissing jake

Action:



Timing:



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ADVENTURE TIME



HO
Cut

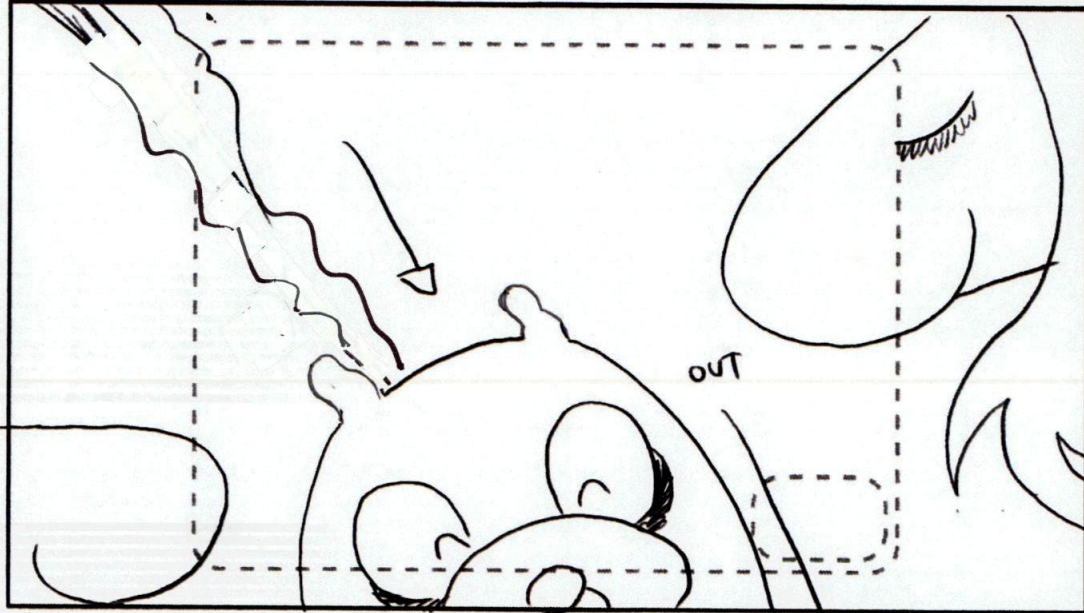
Page 6

Sc. 2 CONT

Pnl. F

Bg.

day night



Dialog:



Action:

- J's Ears flap in the breeze
- J. SLIDES OFF S.

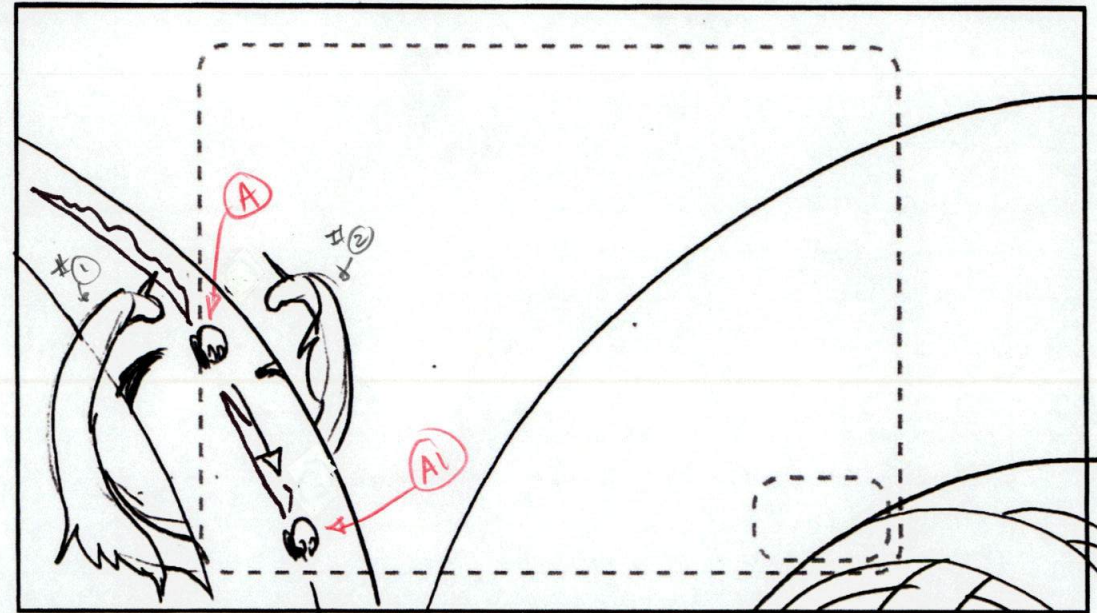
Timing:

Sc. 3

Pnl. A

Bg.

day night



OUT.

AI

- J. SLIDES OFF S.

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Production :

1025/192

Cut

ADVENTURE TIME



Cut

No Sc.5

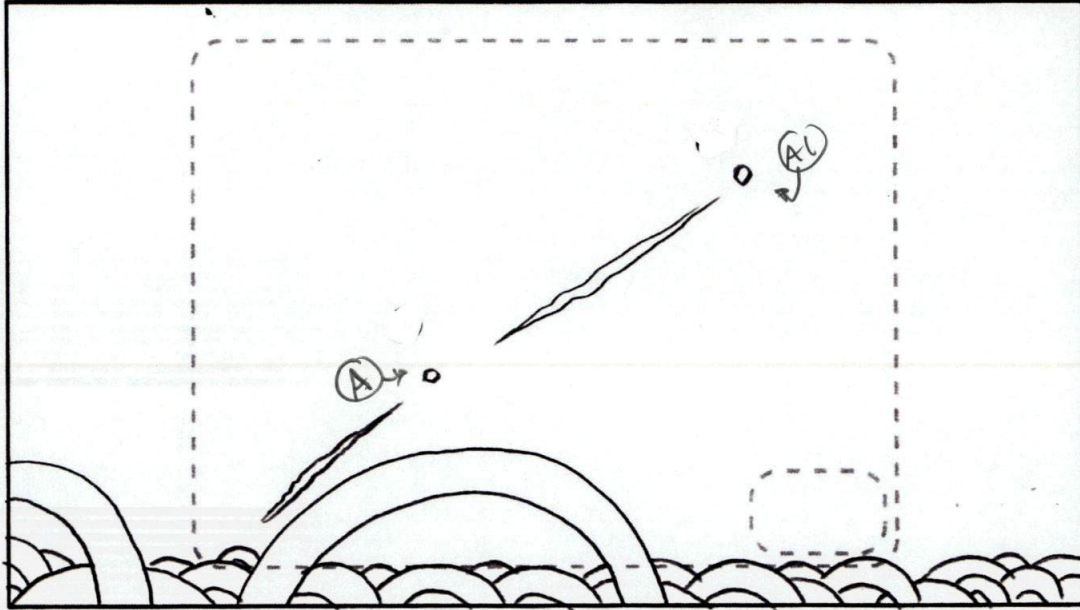
Page 8
NO PG 9

Sc. 4

Pnl. A

Bg.

day night



Dialog:

Action:

-J. LAUNCHES INTO THE AIR.

Timing:

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Sc 5

ADVENTURE TIME

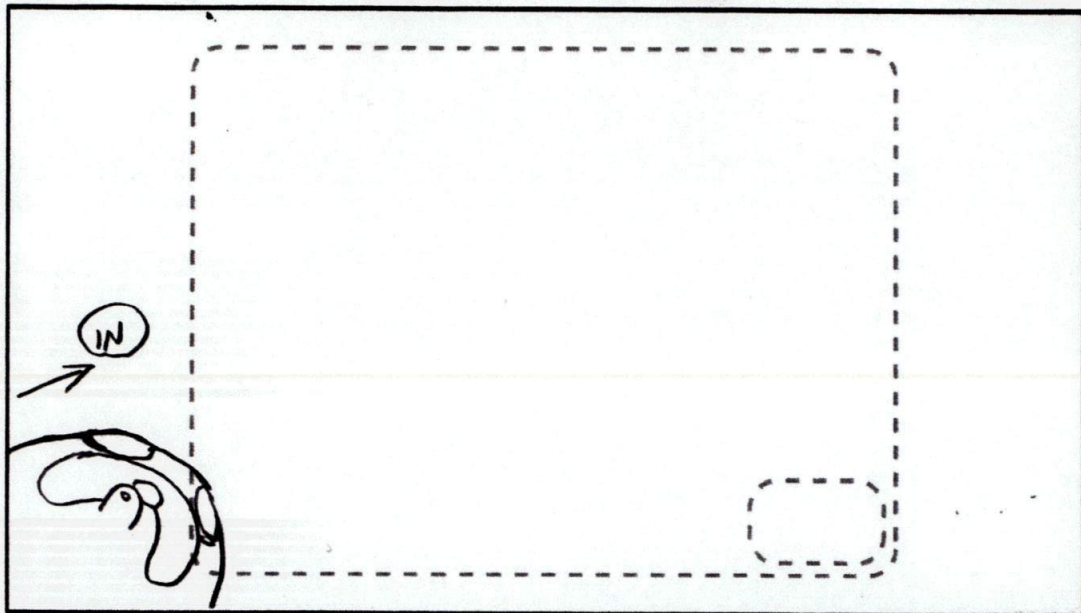


Sc. 6

Pnl. A

Bg.

day night



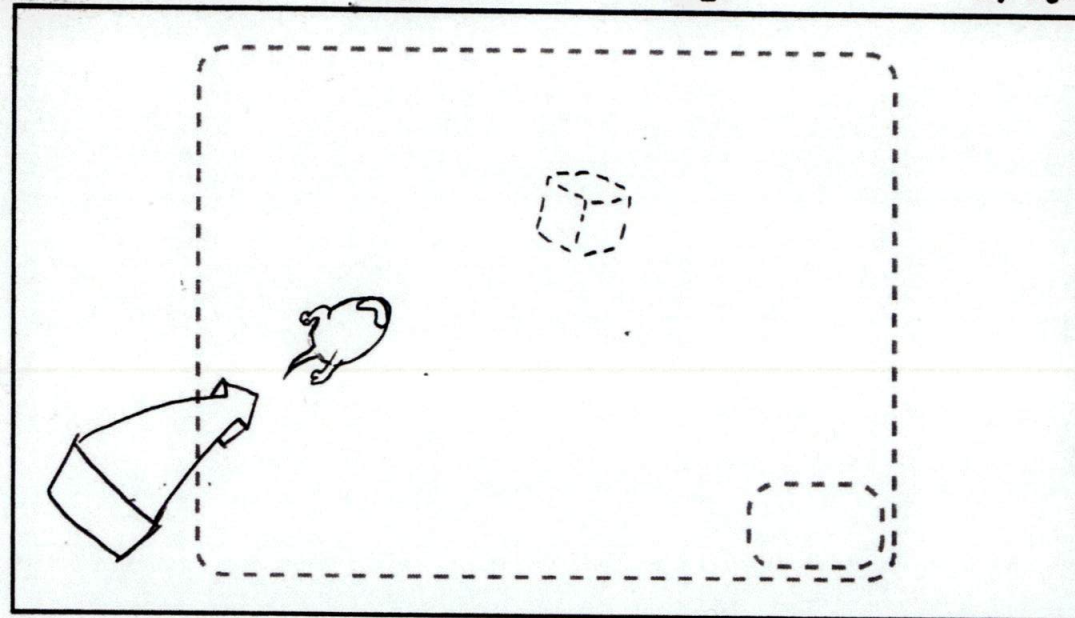
Sc. 6 CONT

Pnl. B

Bg.

day night

10



Dialog:

Action:

– Jake flies towards a cube that appears in the sky

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Production :

ADVENTURE TIME

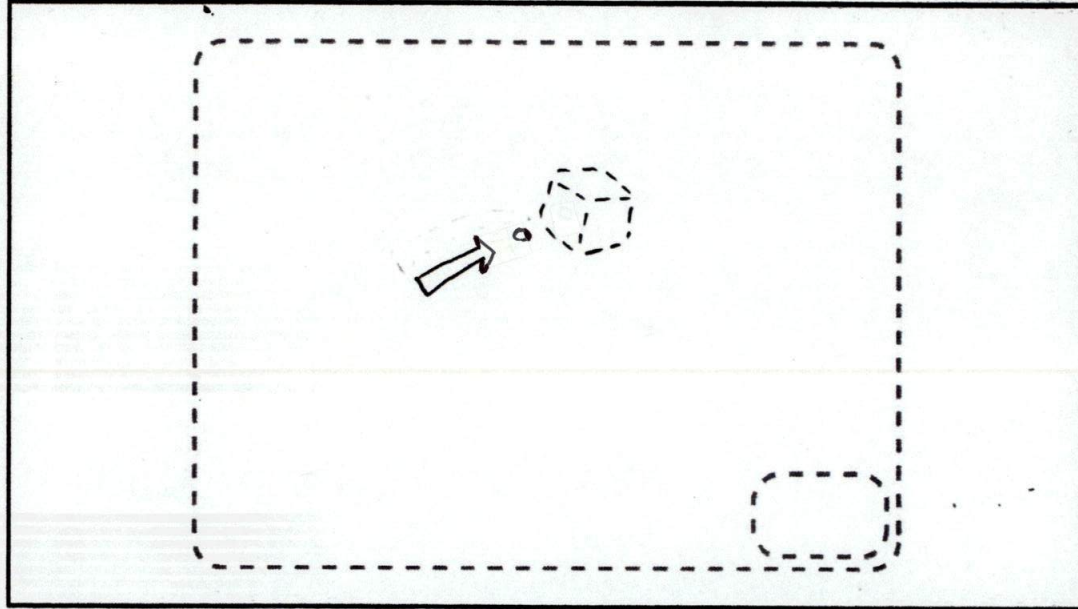


Sc. 6 CONT

Pnl. C

Bg.

day night

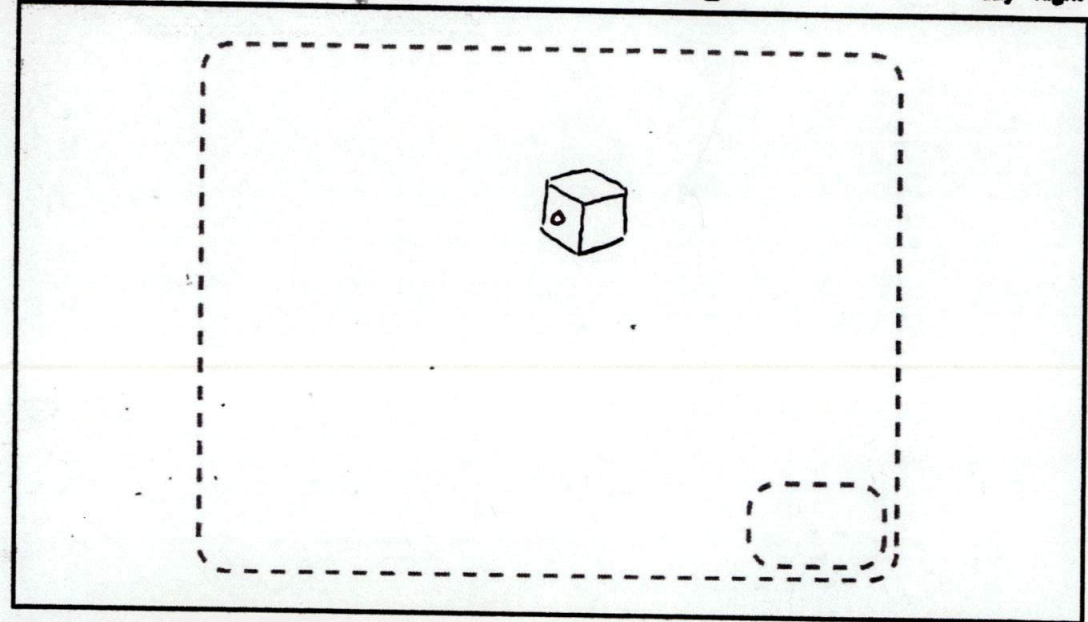


Sc. 6 CONT

Pnl. D

Bg.

day night



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Dialog:

Action:

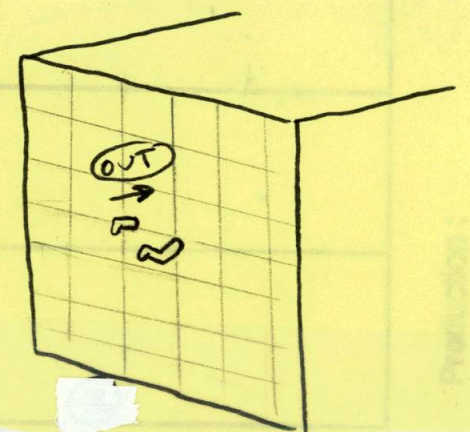
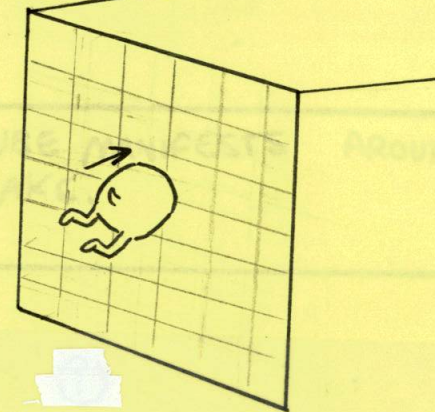
- J. INSIDE PARTIALLY FORMED CUBE.

- CUBE
MANIFESTS
AROUND JAKE

Timing:

(DETAIL!) POS (D)

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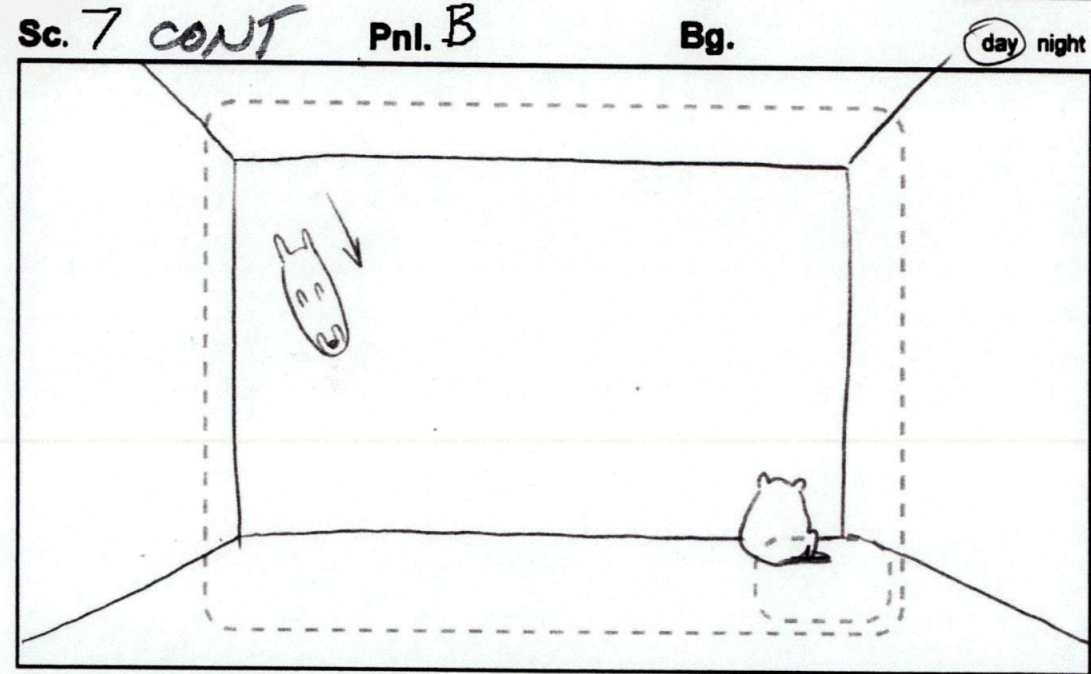
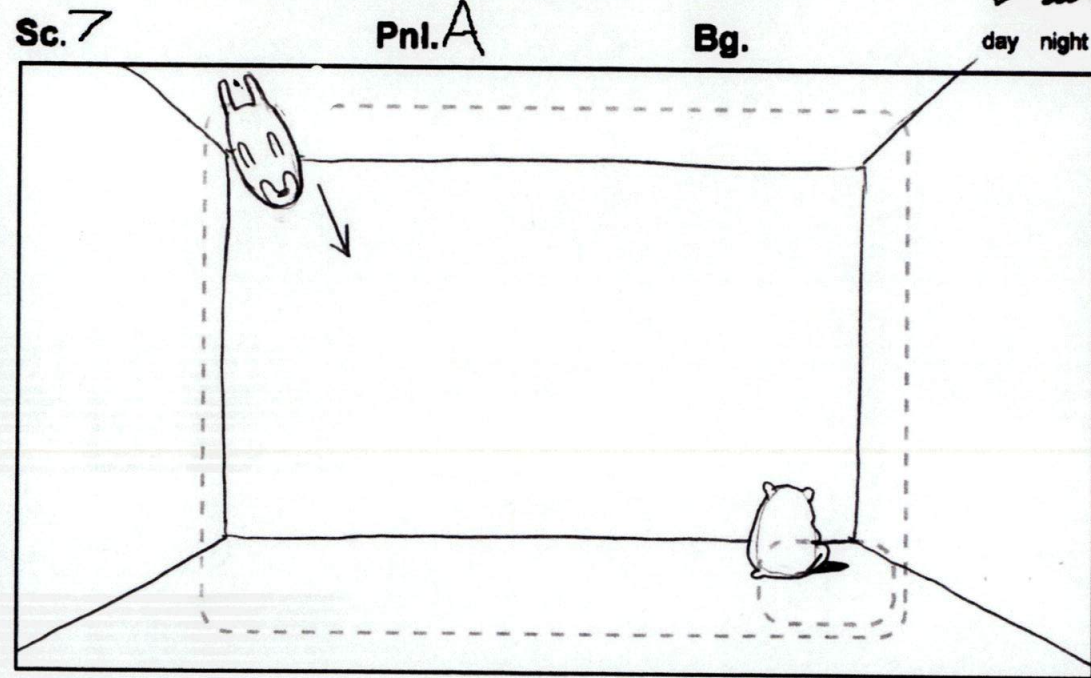
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W

ADVENTURE TIME



Page 12



Dialog:

Action:

- JAKE falls INTO cube
- JERMAINE SITS FACING CORNER.

Timing:

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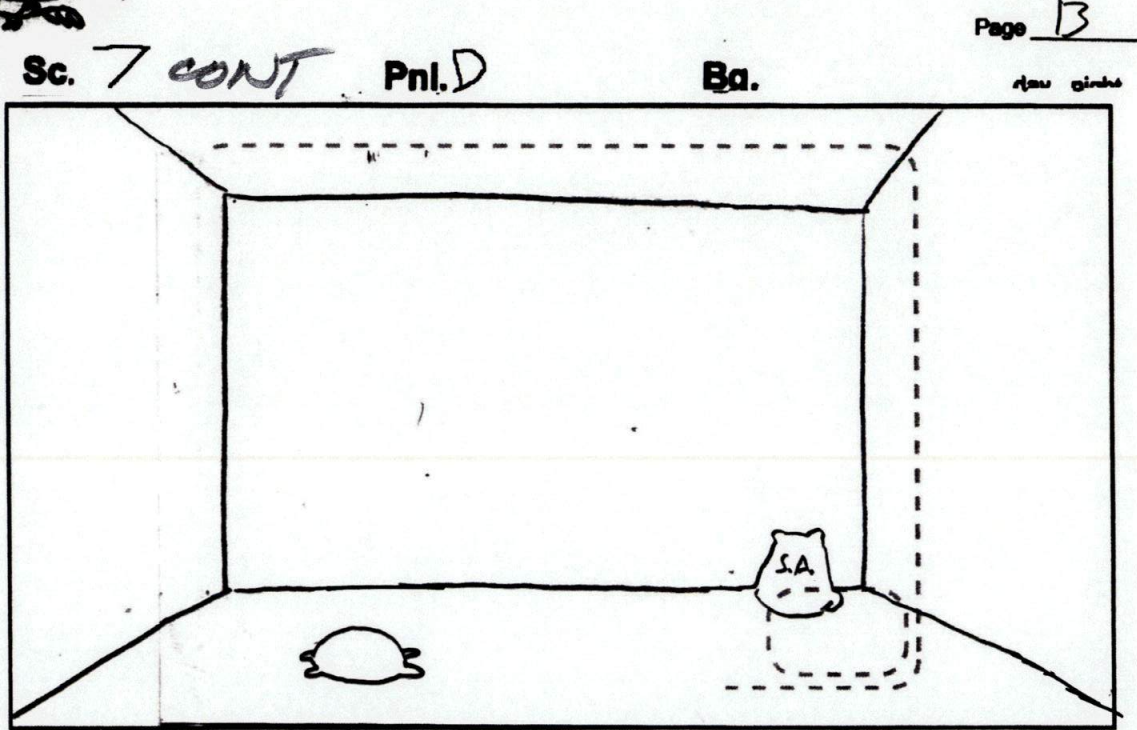
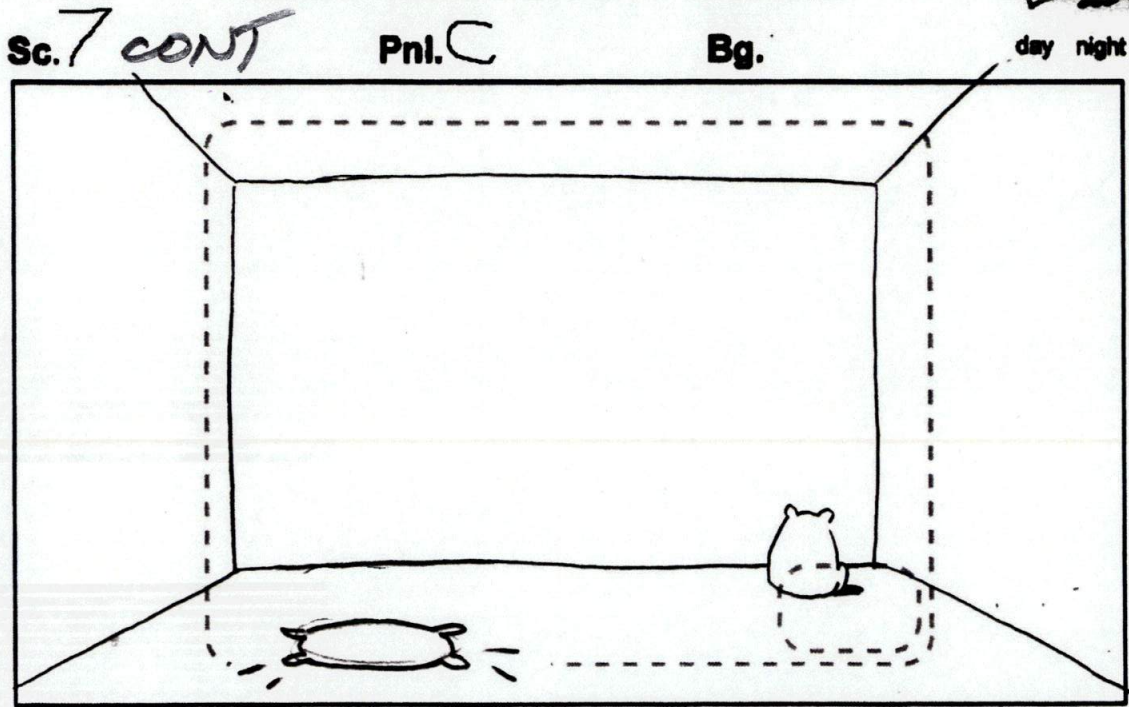
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ADVENTURE TIME



Page 13
HW
cut

Dialog:
SFX: * SMACK *
Action:
- JAKE SQUISHES ON THE FLOOR. - J. SETTLES.
Timing:
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Production :

HO
Cut

ADVENTURE TIME



Page 14

Sc. 8

Pnl. A

Bg.

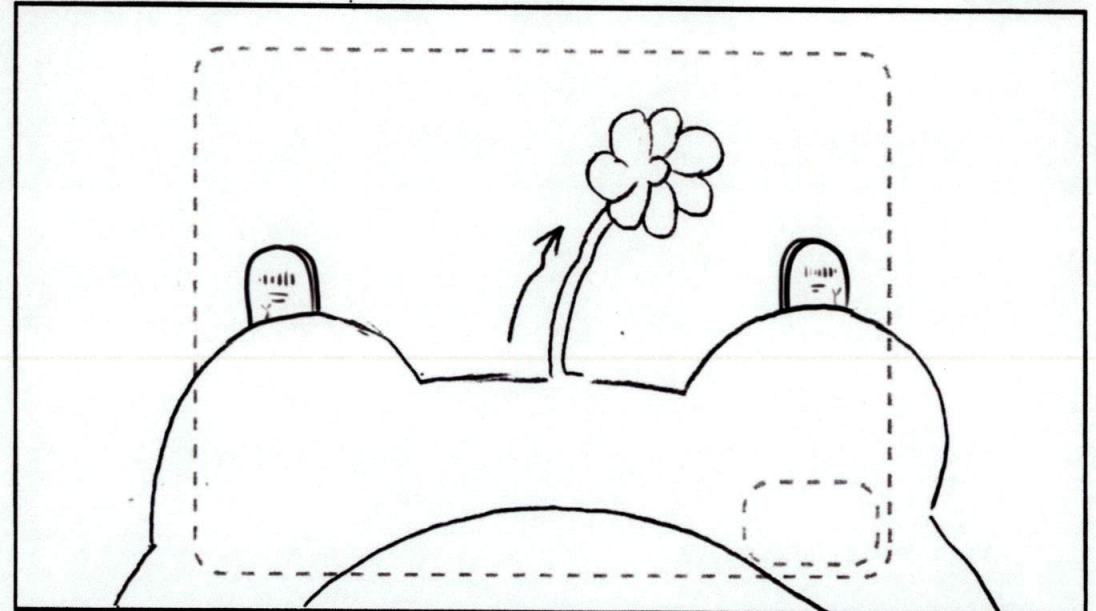
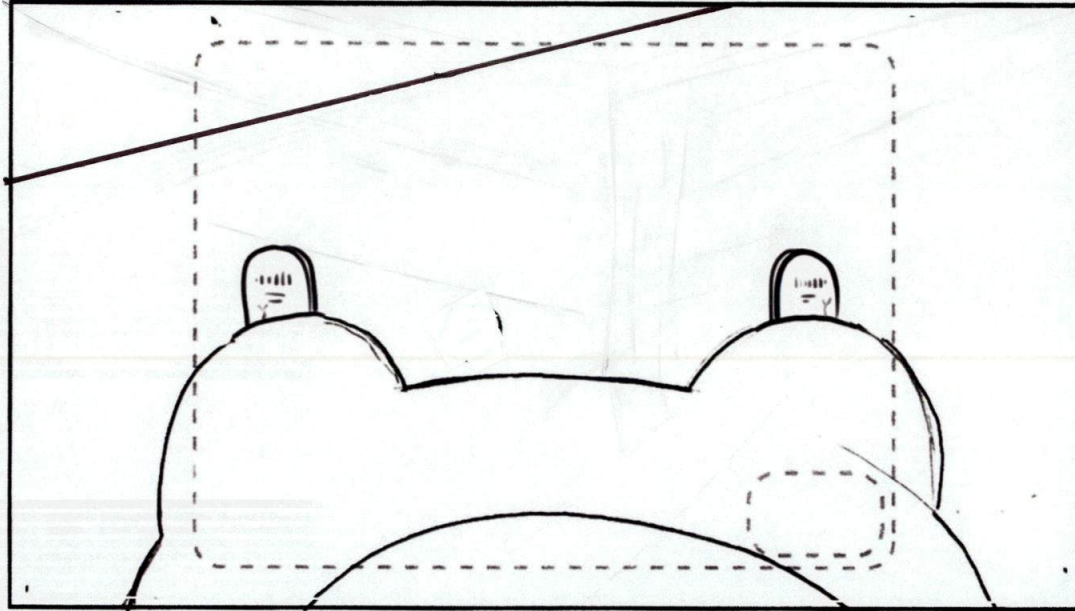
day night

Sc. 8 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

- close up.
Jermaine's
ears

Timing:

- TWO HEADSTONES.

AI

flower grows FROM HIS HEAD.

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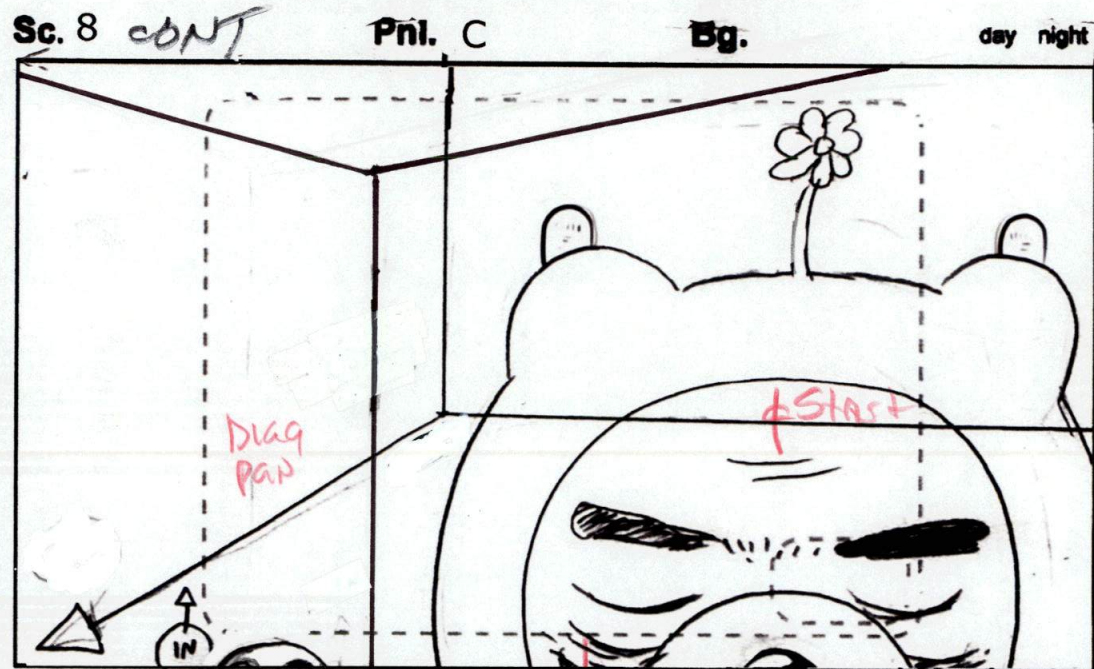
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ADVENTURE TIME

P. 15



Dialog:



J/ Hey bear dude-

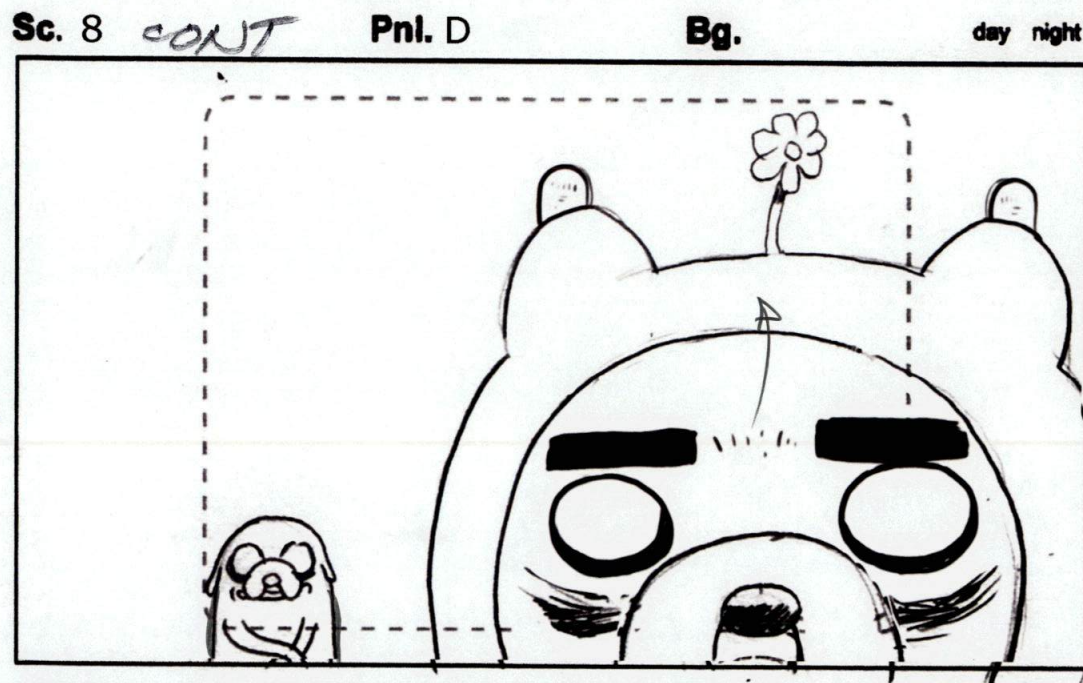
diag
truck
out

Action:

-TRUCK OUT

JAKE STANDS UP BEHIND HIM

Timing:



Dialog:

Jake)- Sorry to drop in like that.

Action:

- flower
WILTS.

Timing:

-JERMAINE
OPENS HIS EYES

AUG 1 6 2000

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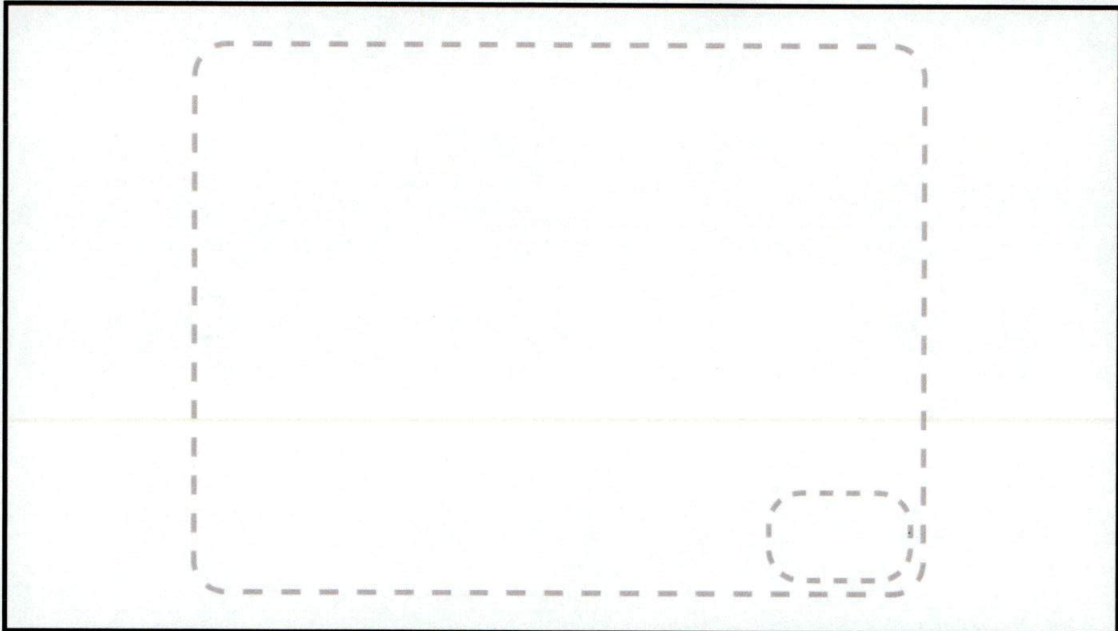
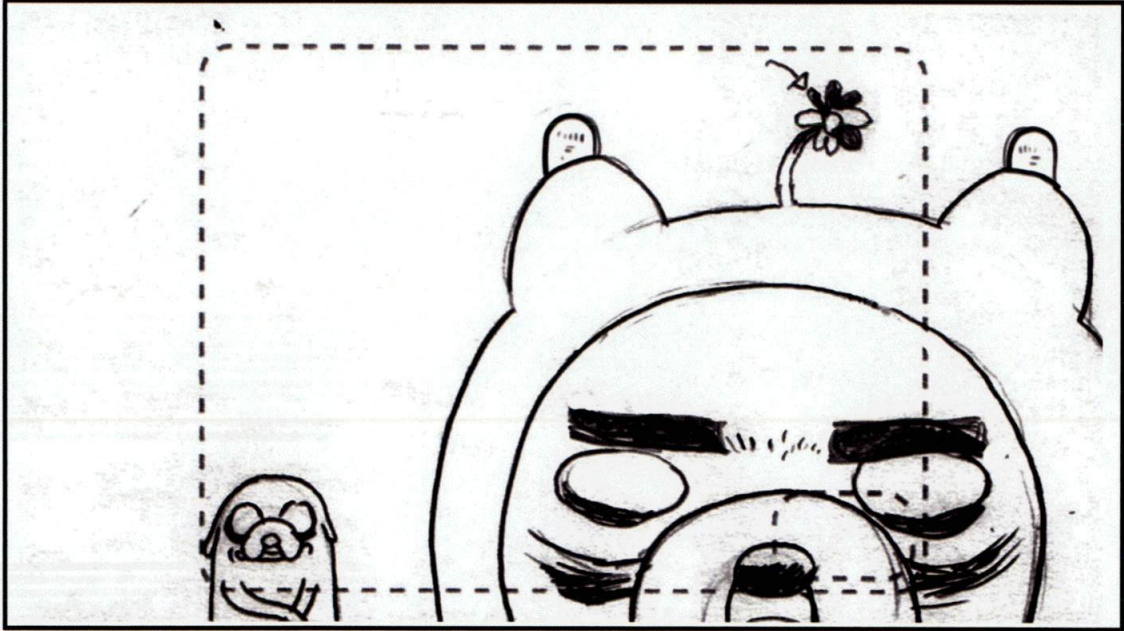
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ADVENTURE TIME



NO SC'S 9-10

Sc. 8 *cont* Pnl. E Bg. day night Sc. *Ho Cut* Pnl. Bg. day night



Dialog:	
Action:	
Timing:	

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ADVENTURE TIME



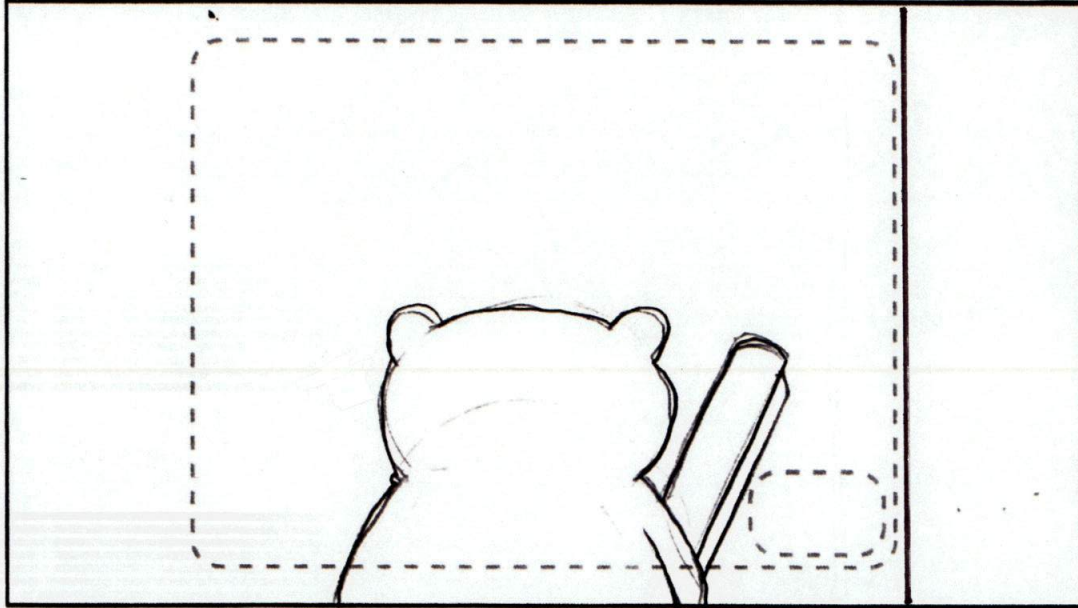
Ho
Cut

Sc. 11

Pnl. A

Bg.

day night



Sc. 11

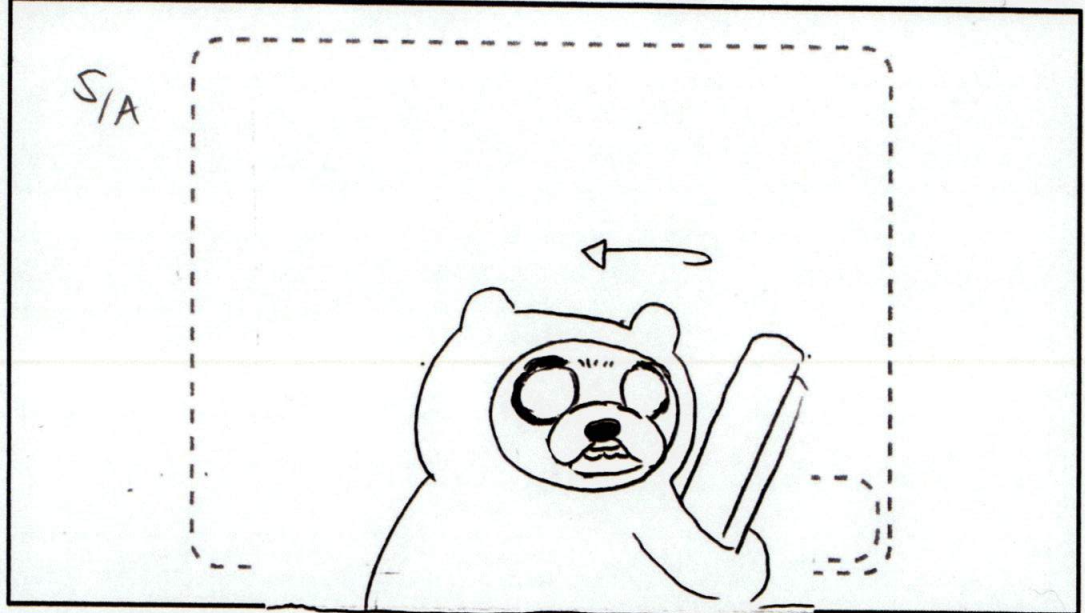
CONT

Pnl. B

Bg.

Page 17

17A next
day night



Cut

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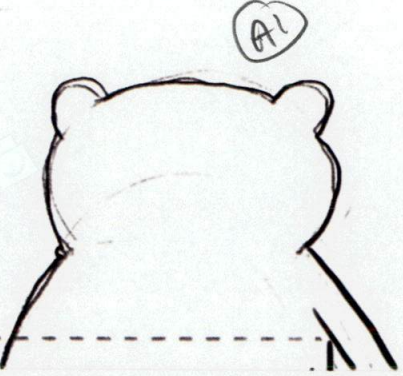
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Dialog:

Jermaine) Oh. Hey, brother.

Action:

Timing:



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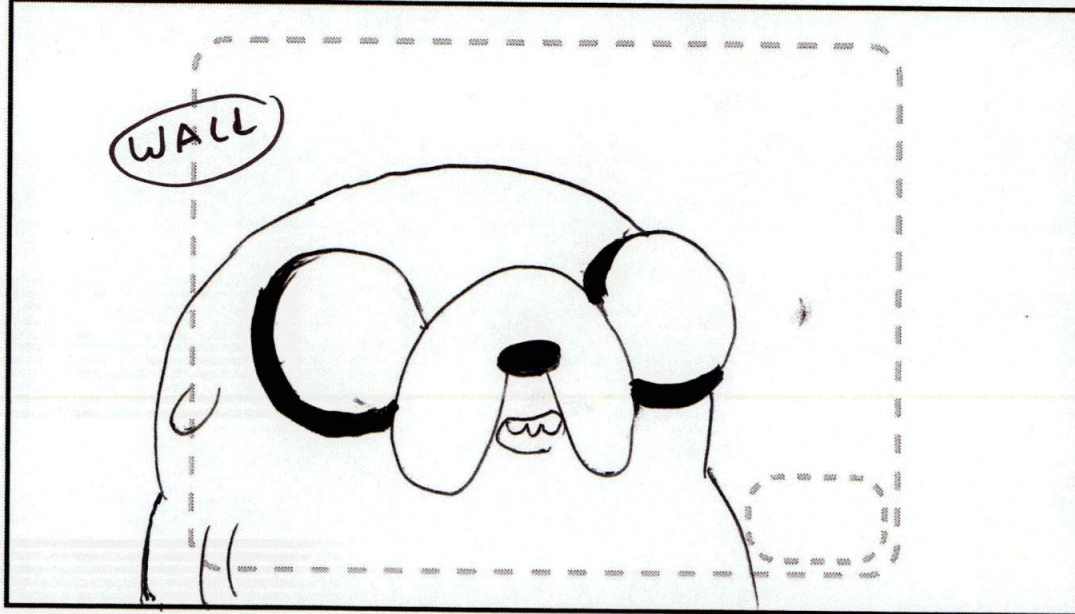
Cut

ADVENTURE TIME

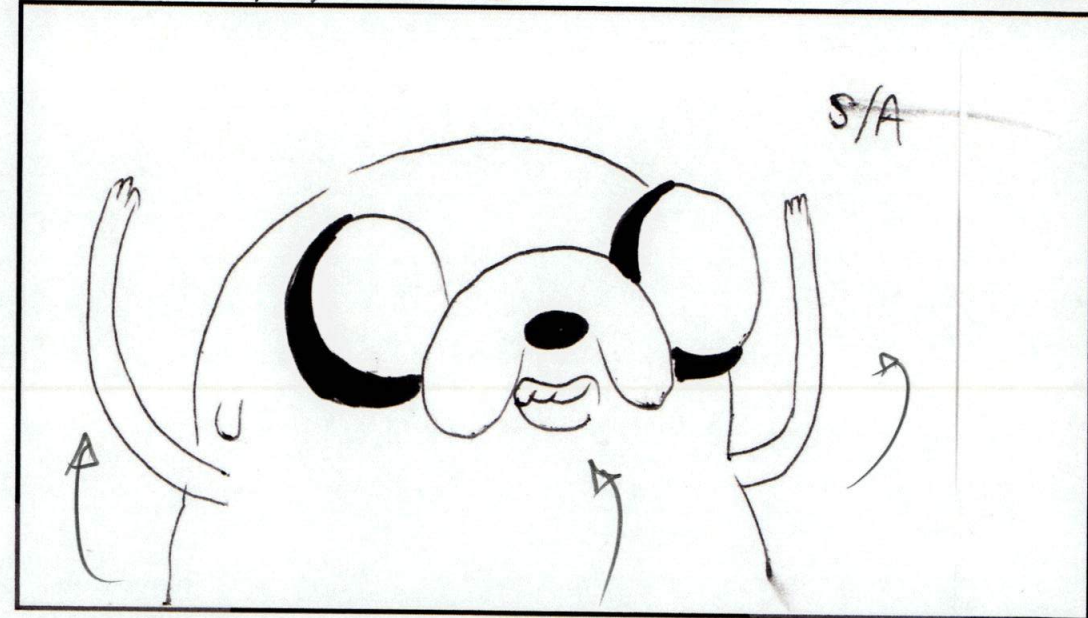


Sc. 11A Pnl. A Bg.

day night



Sc. 11A CONT Pnl. B Bg.



Page 17A
18 NEXT
day night

Cut

Dialog:

JAKE : WHOA, JERMAINE?!/

JAKE:

WE MUST BE
DREAMING AT THE SAME
TIME AGAIN.

Action:

Timing:

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Production:

Cut

ADVENTURE TIME



HU
CUT

Page 18

Sc. 11 B

Pnl. A

Bg.

day night

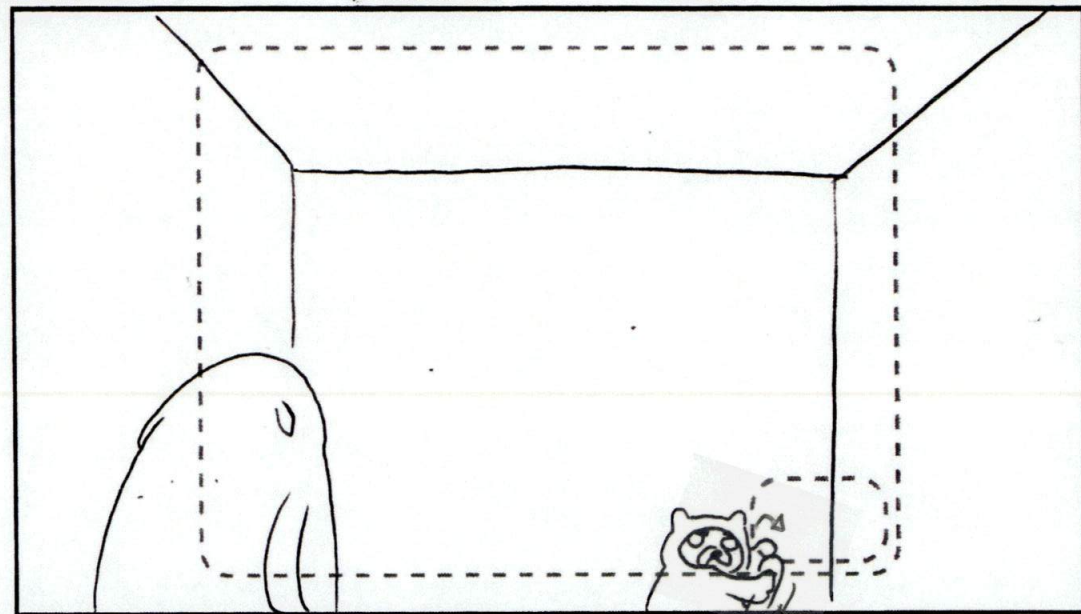


Sc. 12

Pnl. A

Bg.

day night



Dialog:

Jermaine) YEAH...

Action:

-JER pushes on poster.

Timing:



A1

A2



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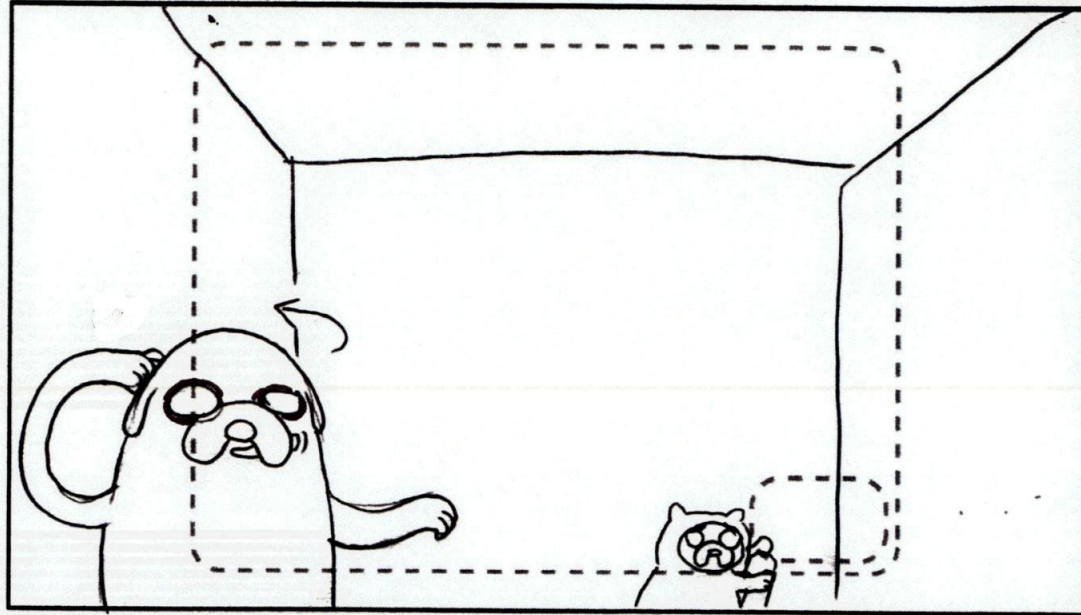
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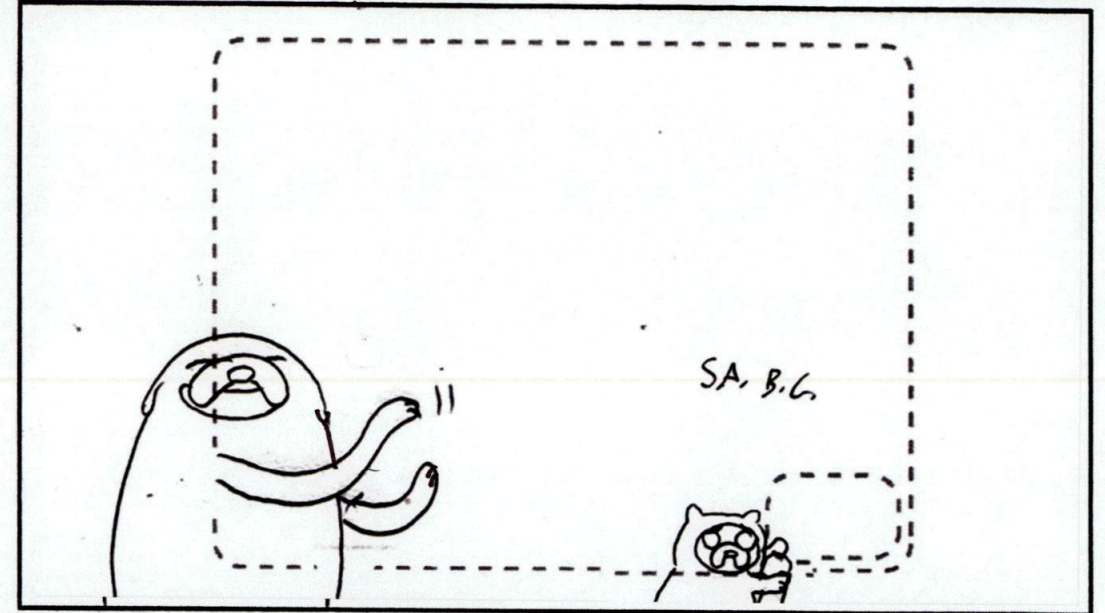


Page 19

Sc. 12 CONT Pnl. B Bg. day night



Sc. 12 CONT Pnl. C Bg. day night



Dialog:

Jake/ I was just hanging out with a couple of ladies outside.

Jake/ Or a couple of the same lady.

Action:

(B1)

Timing:

(B2)

-J. TURNS AWAY

(C1)

(C2)

-J. WIGGLES ARMS.

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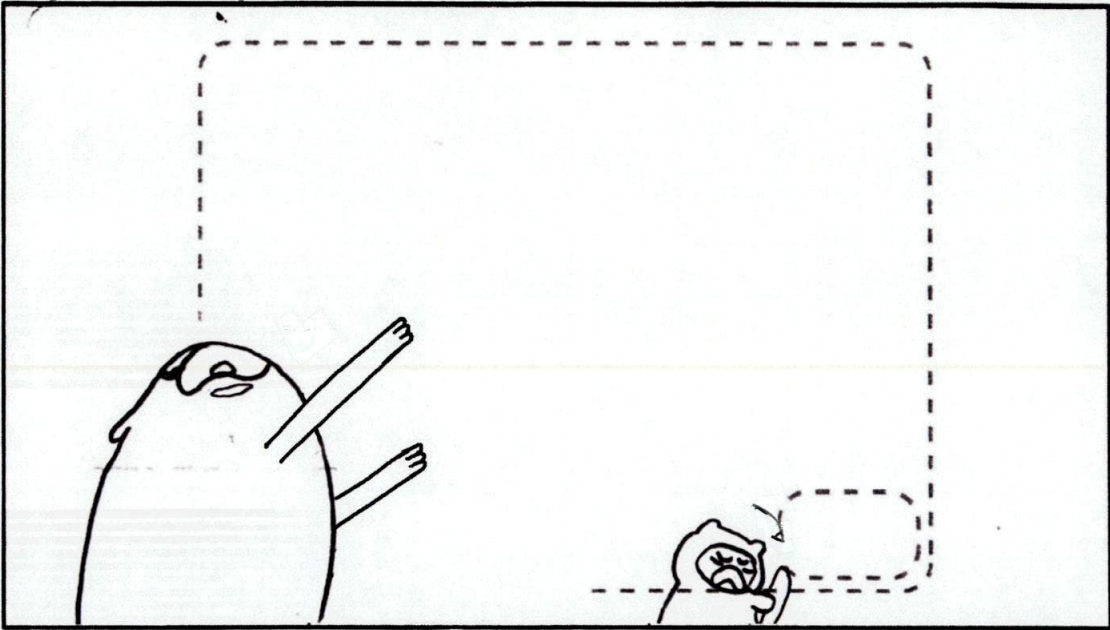


Sc. 12 CONT

Pnl. D

Bg.

day night

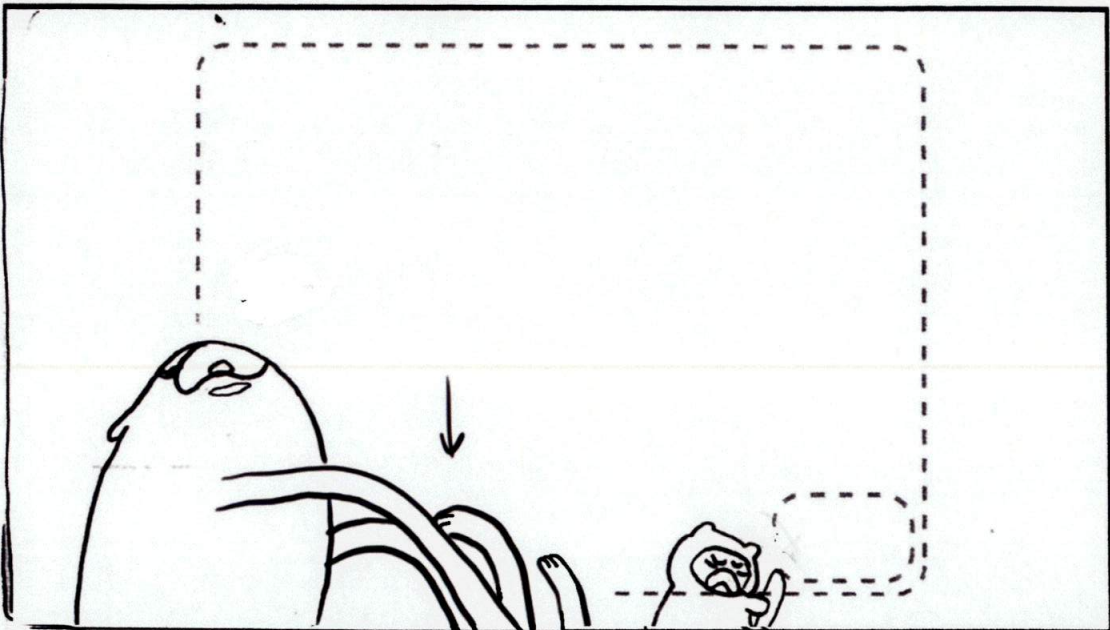


Sc. 12 CONT

Pnl. E

Bg.

day night



Dialog:

Jake/ Then BAM! Sky boxed!

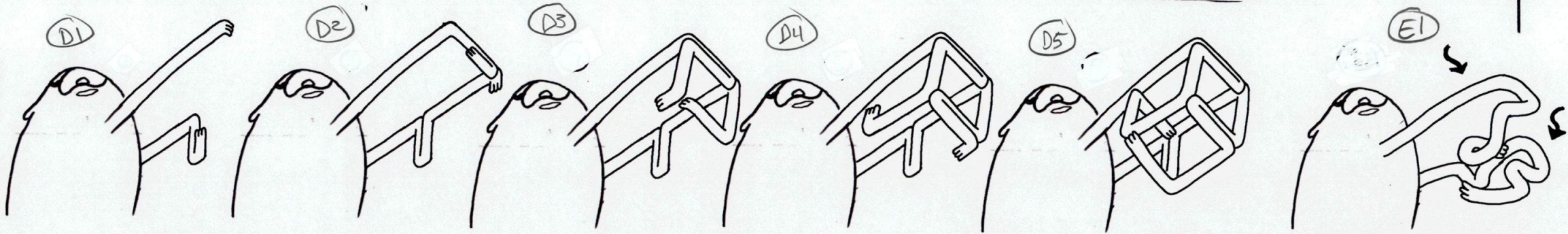
Jer: Ugh!

Jermaine/ Ugh.

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Act

Tin



BREAK DOWN,
ANIMATE THROUGH
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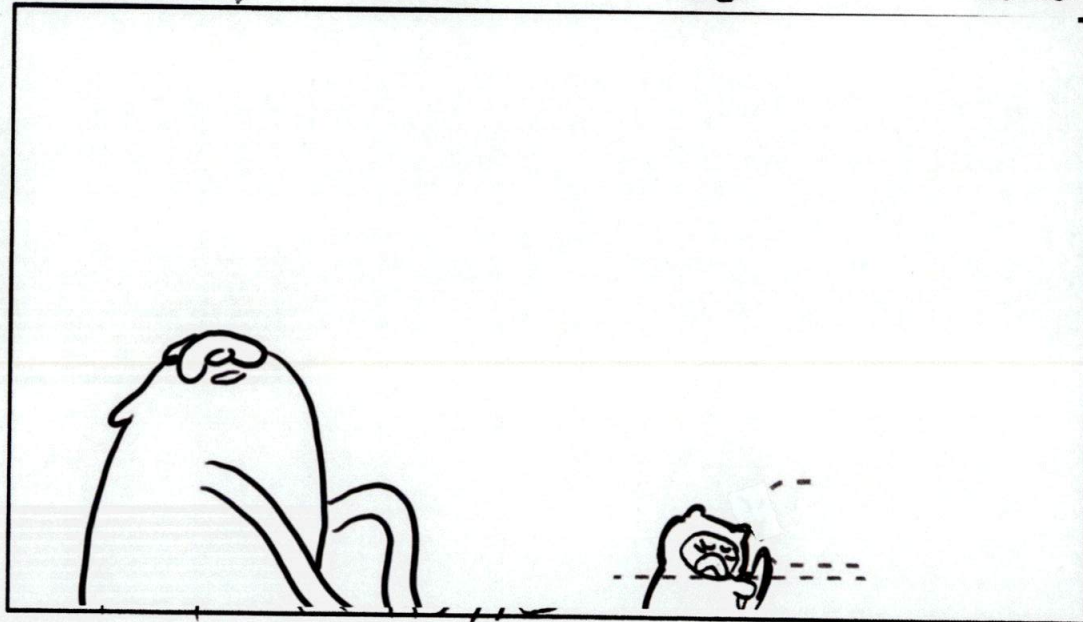


Sc. **12** *CONT*

Pnl. **F**

Bg.

day night



Dialog:

Action:

Timing:

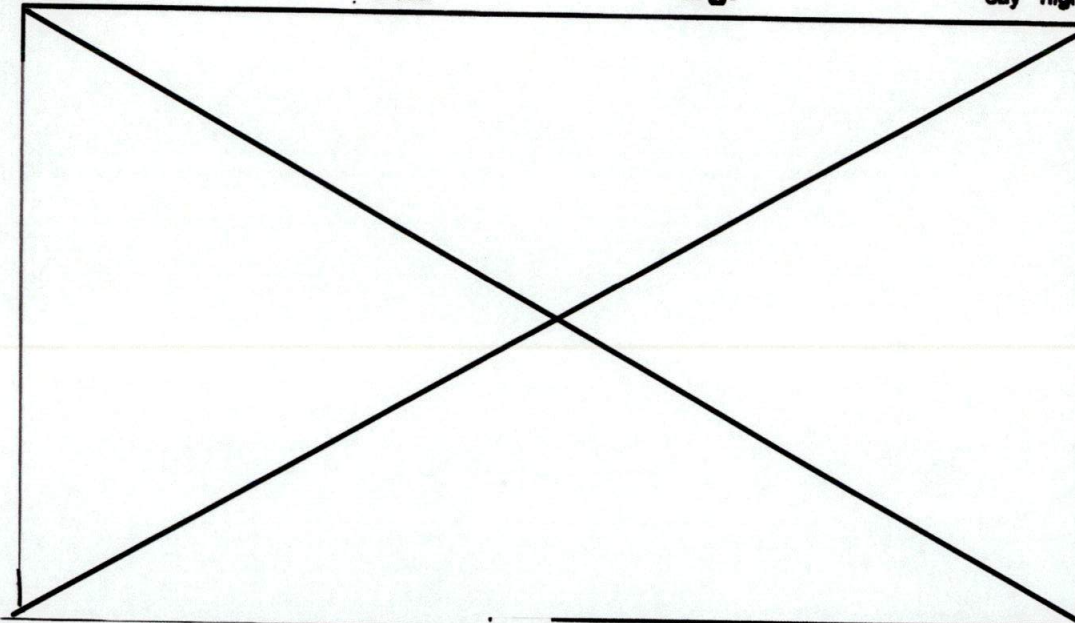
Sc.

Pnl.

Bg.

day night

Page **21**



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ADVENTURE TIME



1st Cut

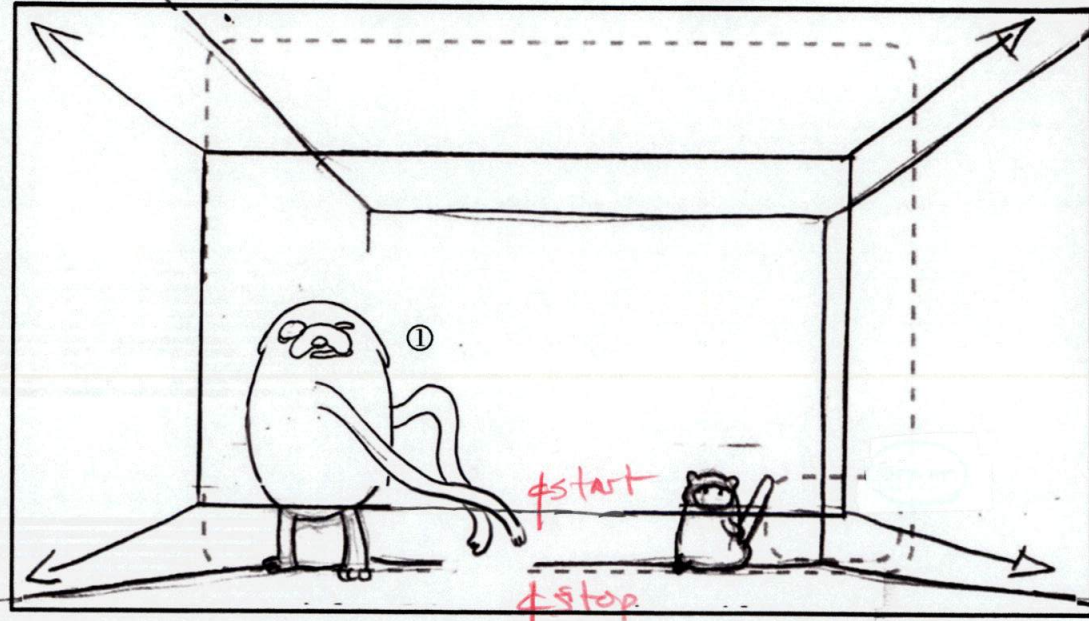
Page 22

Sc. 12 CONT

Pnl. G

Bg.

day night



Sc. 13

Pnl. A

Bg.

day night



Dialog:

(JA)

but uh.. Your dream seems... nice.

Jer Jake..



-TRUCK OUT.

-JER. TURNS AWAY AGAIN

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ADVENTURE TIME



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Sc. **13** *CONT*

Pnl. **B**

Bg.

day night

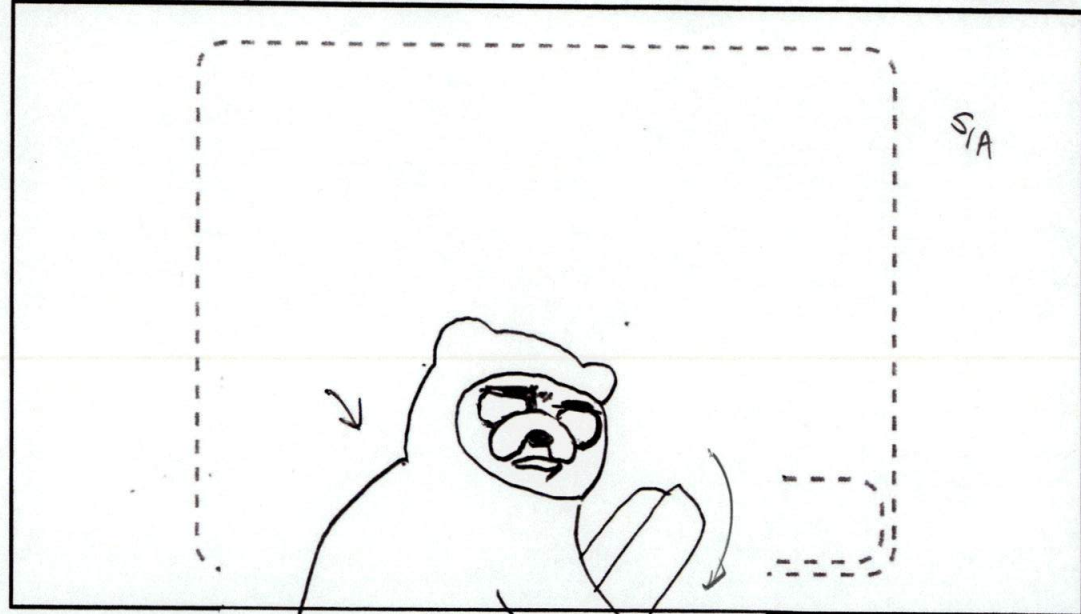


Sc. **13** *CONT*

Pnl. **C**

Bg.

day night



Dialog:

JER:

I'm here to work.

Jermaine/ I got to keep everything --

Action:

- ANTIC TO STANDING

Timing:

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ADVENTURE TIME



Sc. 13 CONT

Pnl. D

Bg.

day night

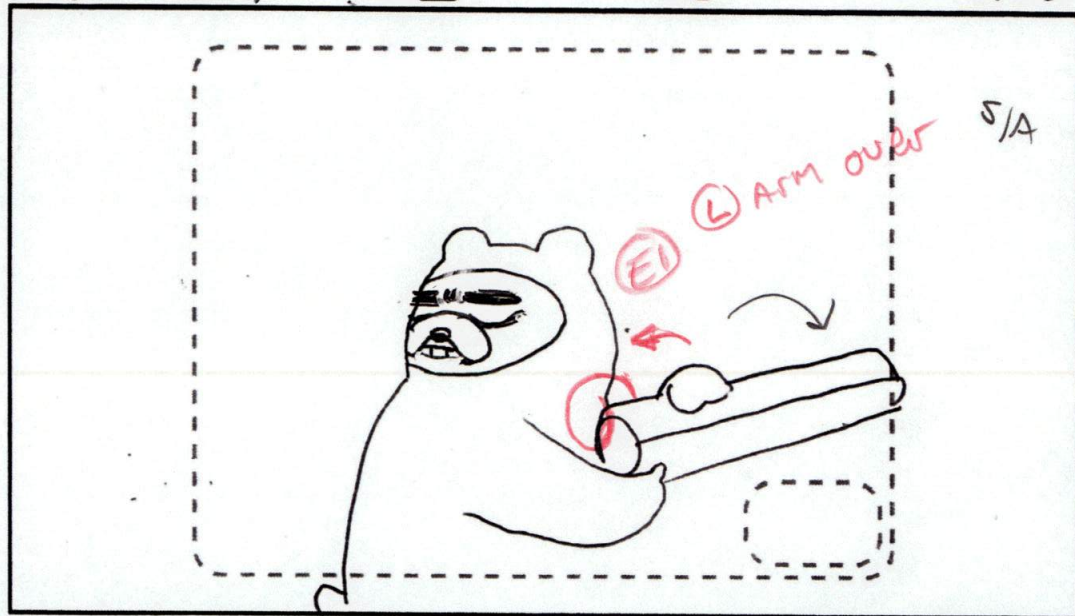
Sc. 13 CONT

Pnl. E

Bg.

Page 24

day night



Dialog:

JER : -- where it should be.

Action:

-JER STANDS UP

-JER CLOSES HIS EYES

Timing:

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ADVENTURE TIME

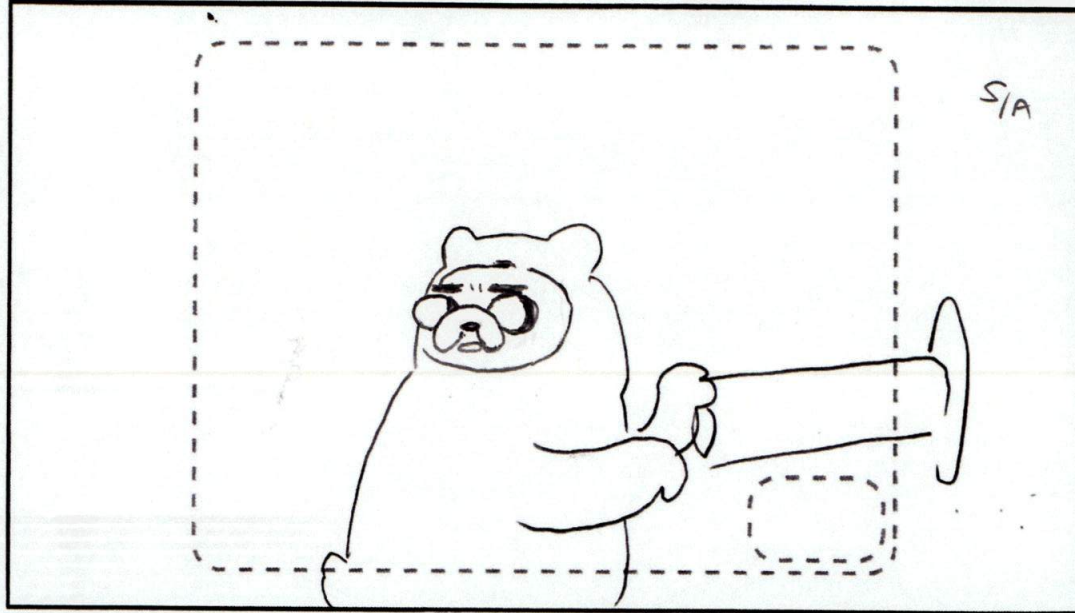


Sc. 13 CONT

Pnl. F

Bg.

day night

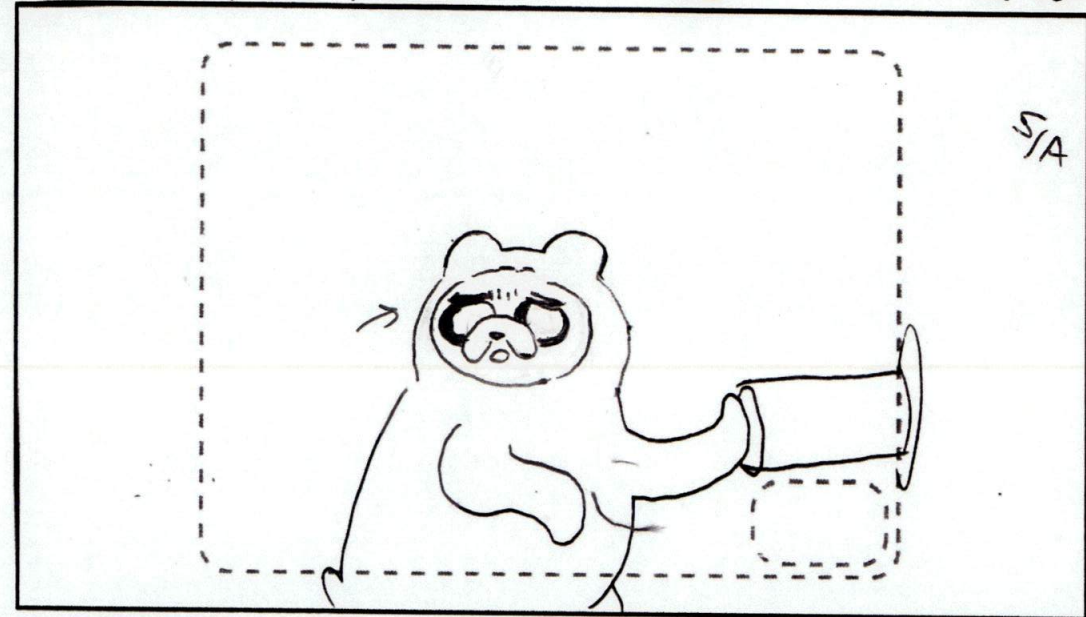


Sc. 13 CONT

Pnl. G

Bg.

day night



Dialog:

JER:

SO . UH -- GYS.

Action:

-JER Gets nervous as he pushes a rolled poster through the wall

Timing:

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ADVENTURE TIME



Sc. 13 *CONT*

Pnl. *H*

Bg.

day night

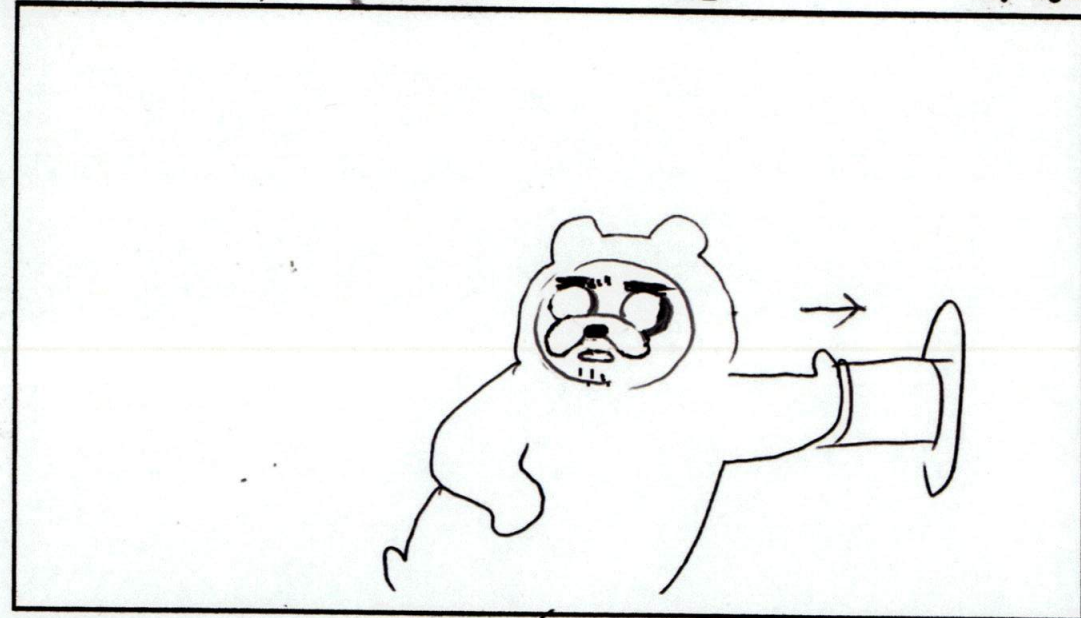
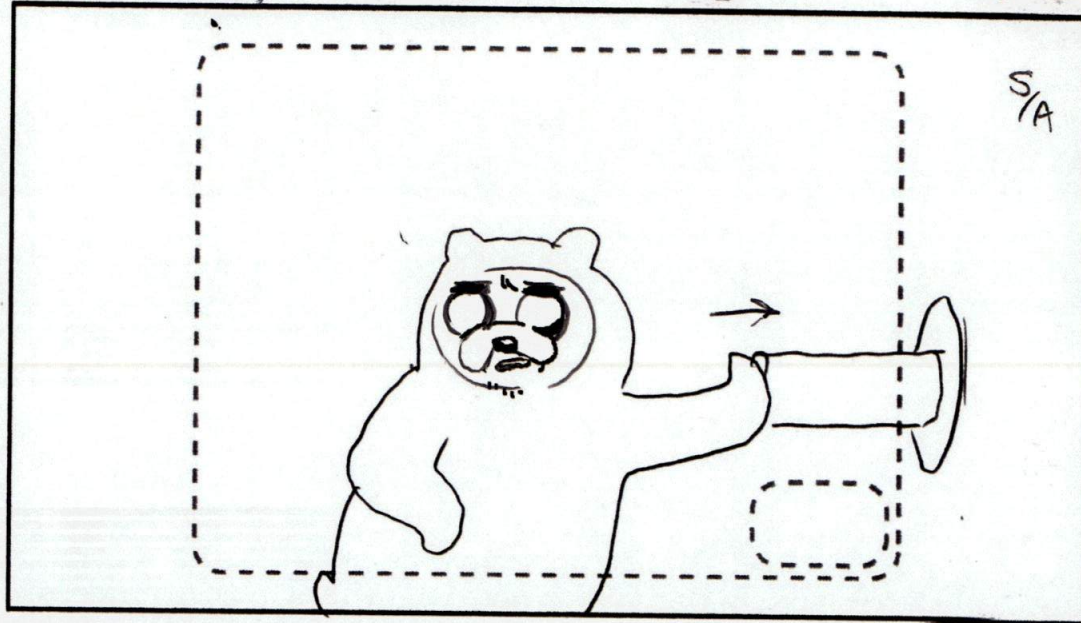
Sc. 13 *CONT*

Pnl. *I*

Bg.

Page *26*

day night



Dialog:

Jermaine/ How are you and Finn doing?

Action:

Timing:

AUG 1 8 2014

1025-192

EPISODE #

1025/192

Production :

1025/192

ADVENTURE TIME



Sc. 13 CONT

Pnl. J

Bg.

day night

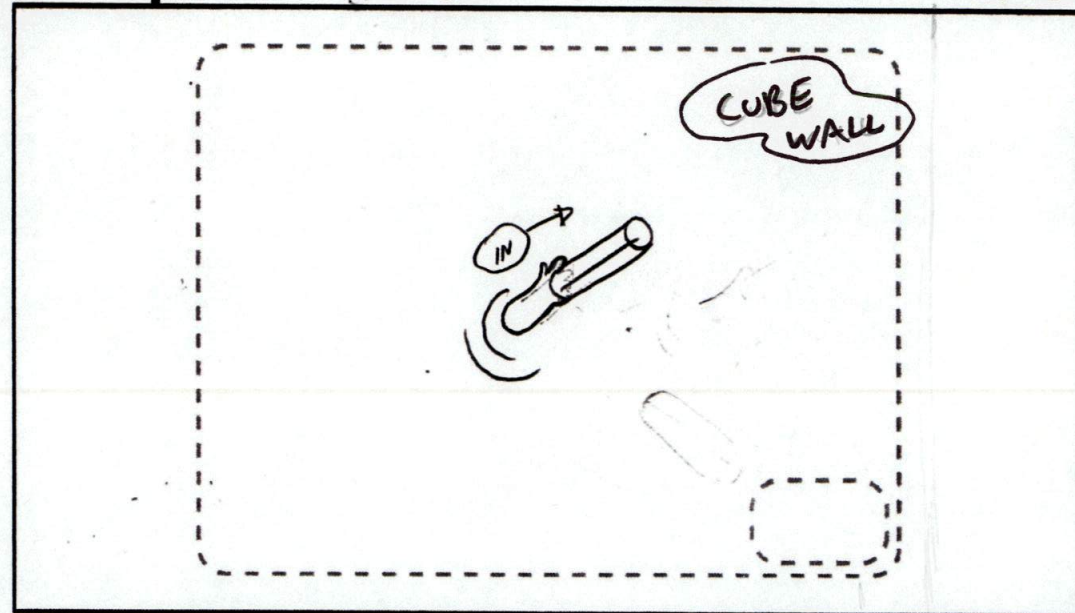


Sc. 14

Pnl. A

Bg.

day night



Dialog:

JER : Woop!

Action:

- POSTER ARM Falls through the wall

- Outside poster pushes through

Timing:

AUG 18 2014

Production :

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1025/192

1025/192

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1025/192

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ADVENTURE TIME



14
Cut

NO SC 15

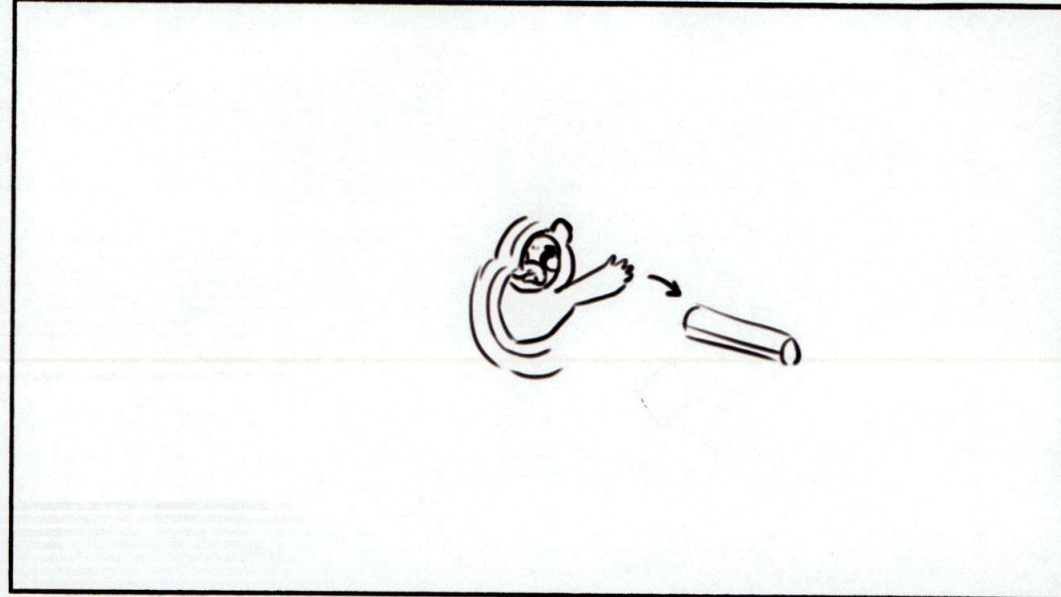
Page 28

Sc. 14 CONT

Pnl. B

Bg.

day night

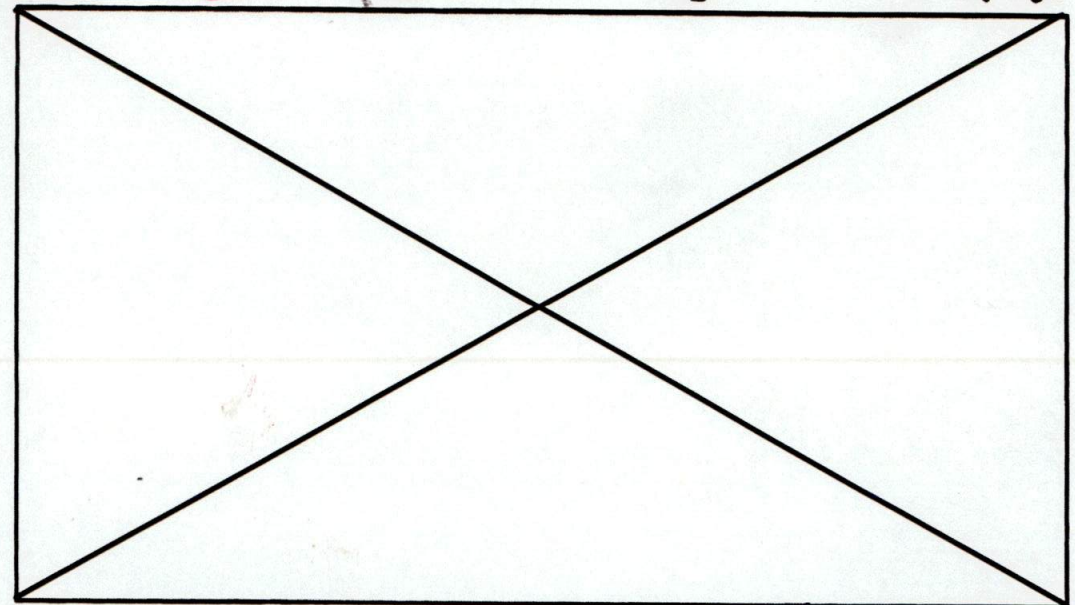


Sc.

Pnl.

Bg.

day night



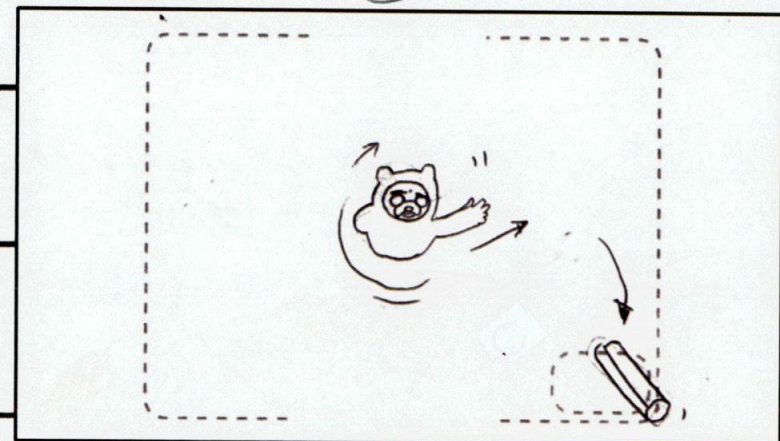
Dialog:

JERMAINE: AH!

Action:

- JERMAINE POPS INTO VIEW

Timing:



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1025/192

1025/192

1025/192

Ho
Cut

ADVENTURE TIME



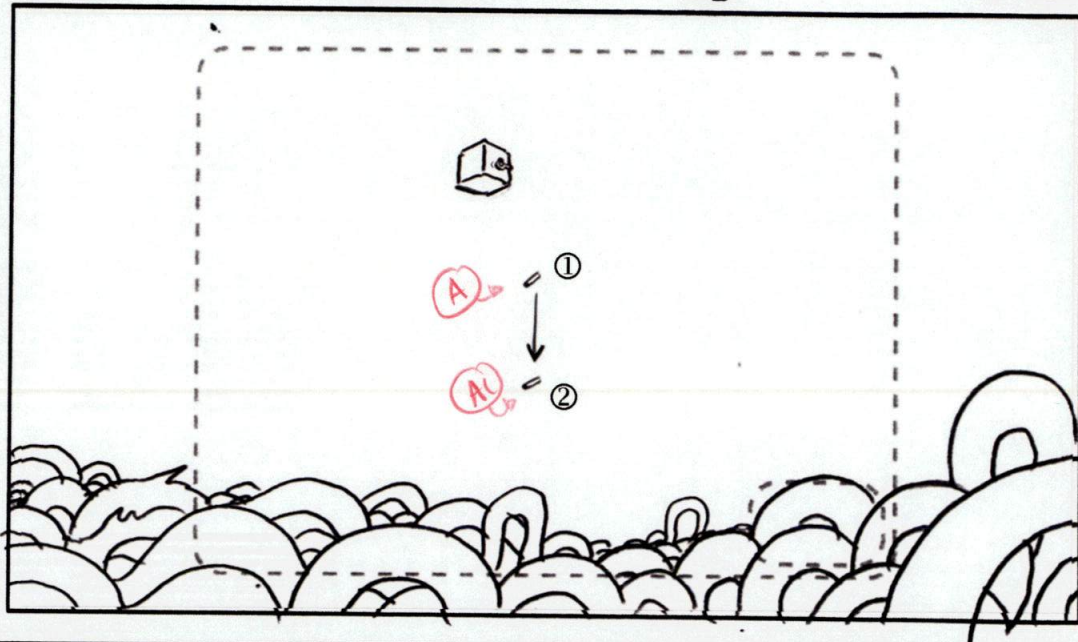
Ho
Cut

Sc. 16

Pnl. A

Bg.

day night

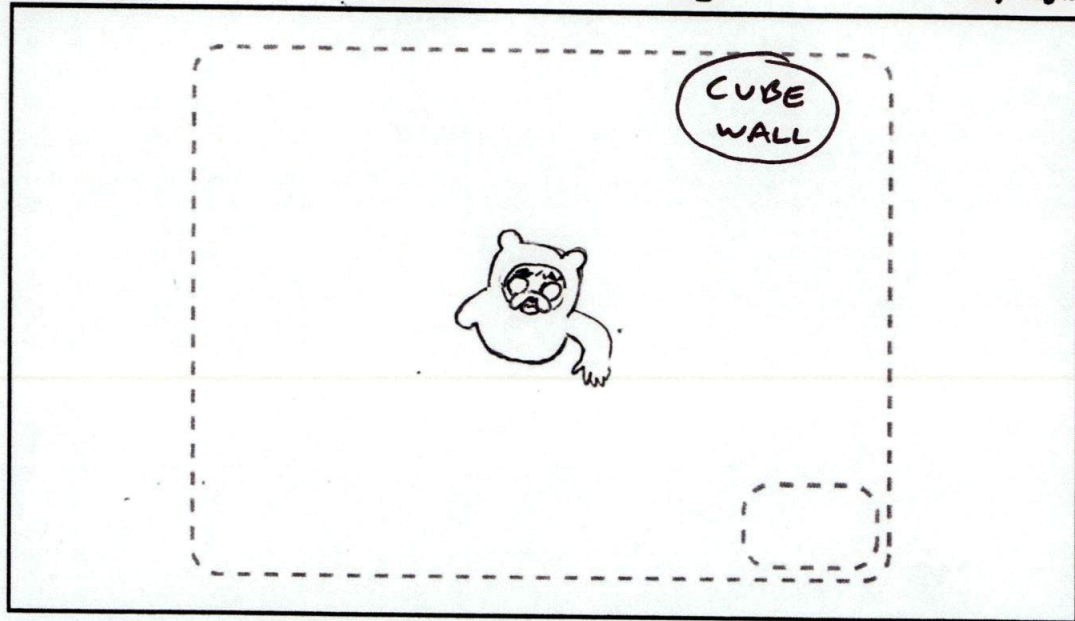


Sc. 17

Pnl. A

Bg.

Page 29
No 1630
day night



Dialog:

LADY : [RAINICORN LAUGHTER]

J

Epsilon.. , EUCRADIES.. , DERNESTO.. ,

Action:

- JER. STARTS RECITING CONCENTRATION MANTRA

Timing:



AUG 18 2014

JER : [SNEEZE] Jermaine either sneezes flowers

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cut

ADVENTURE TIME

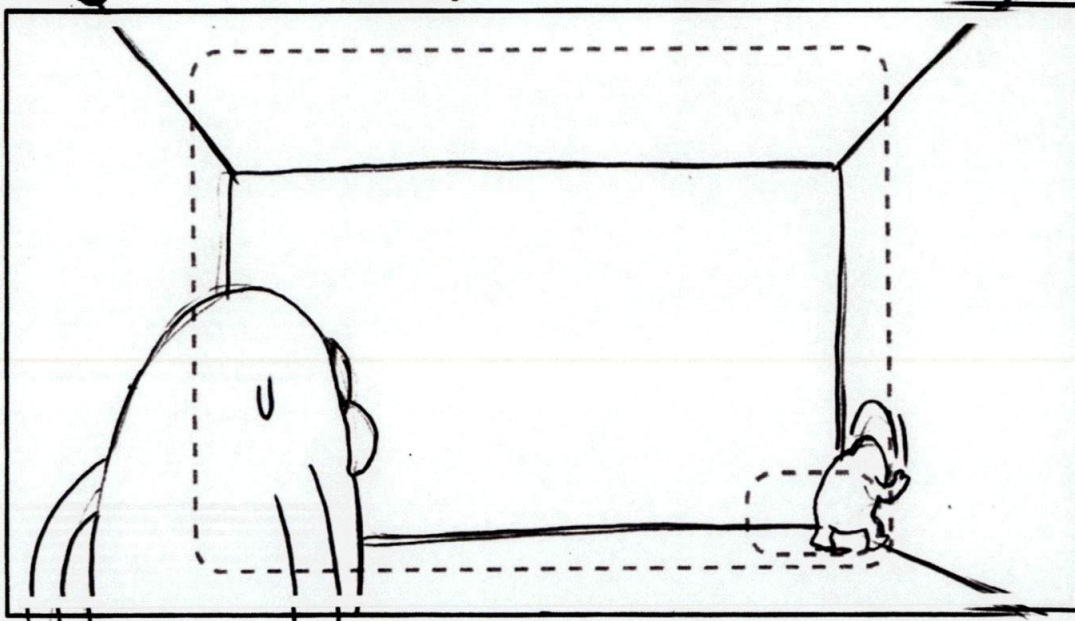


Sc. 8

Pnl. A

Bg.

day night



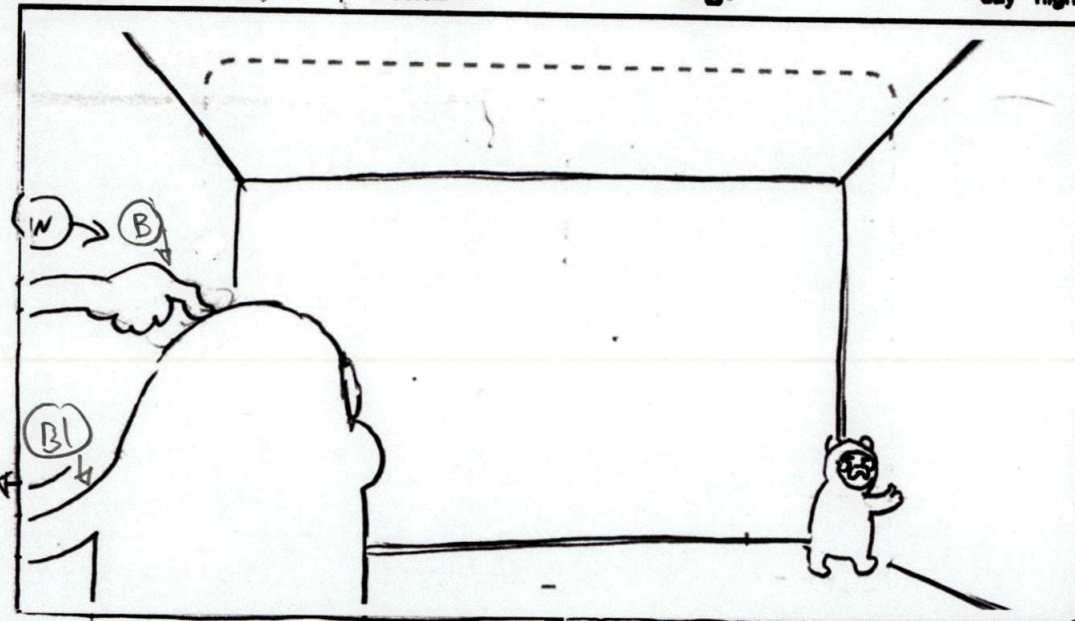
Sc. 8

CONT

Pnl. B

Bg.

day night



Ho cut

Dialog:	(JA) Jermaine? You OKAY, MAN?
Action:	(B2) (B3) (B4) (B5) HIS. JAKE SKRATCHES 'HEMP'
Timing:	AUG 18 2014

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Production :

1025/192

1025/192

140
650

ADVENTURE TIME



No Sc.20

Page 32

Sc. 19

Pnl. A

Bg.

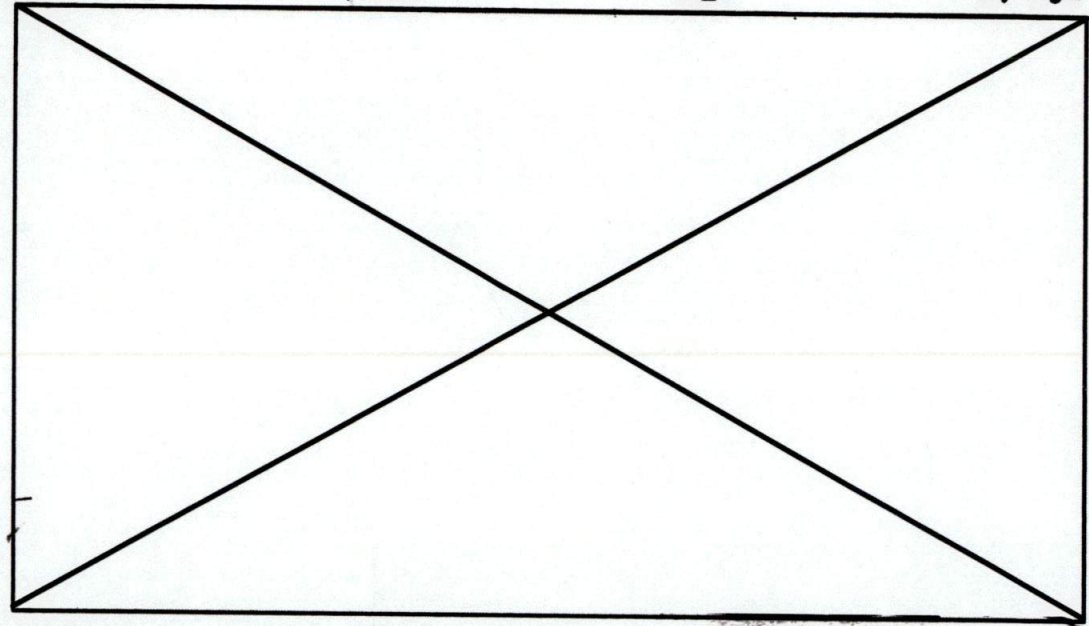
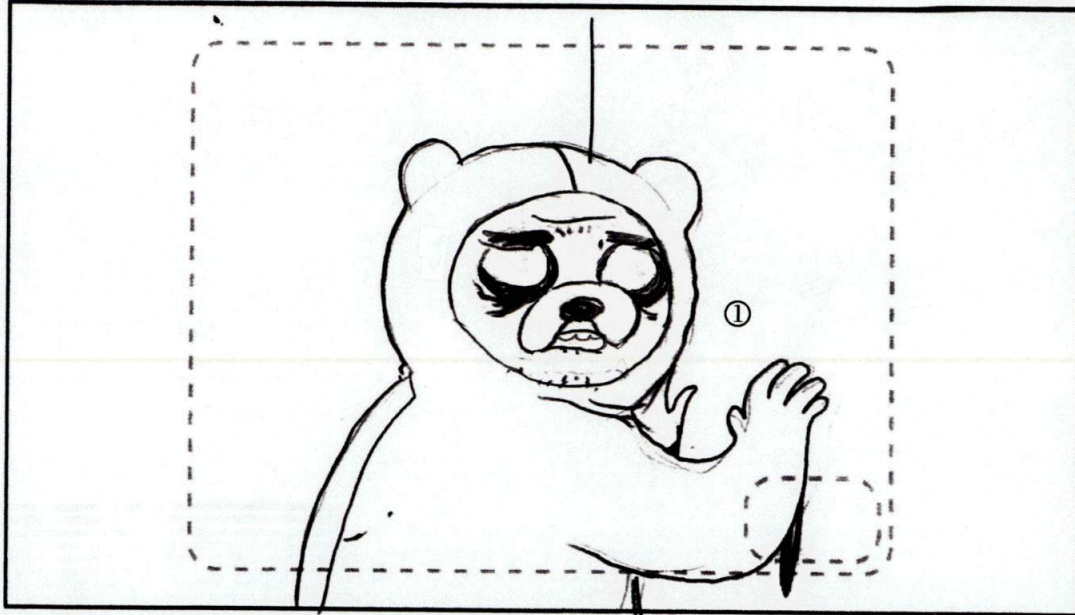
day night

Sc.

Pnl.

Bg.

day night

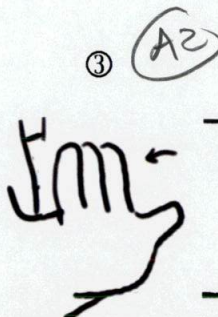


Dialog:

Jermaine/ No no. I'm fine. Everything's fine.

Action:

Timing:



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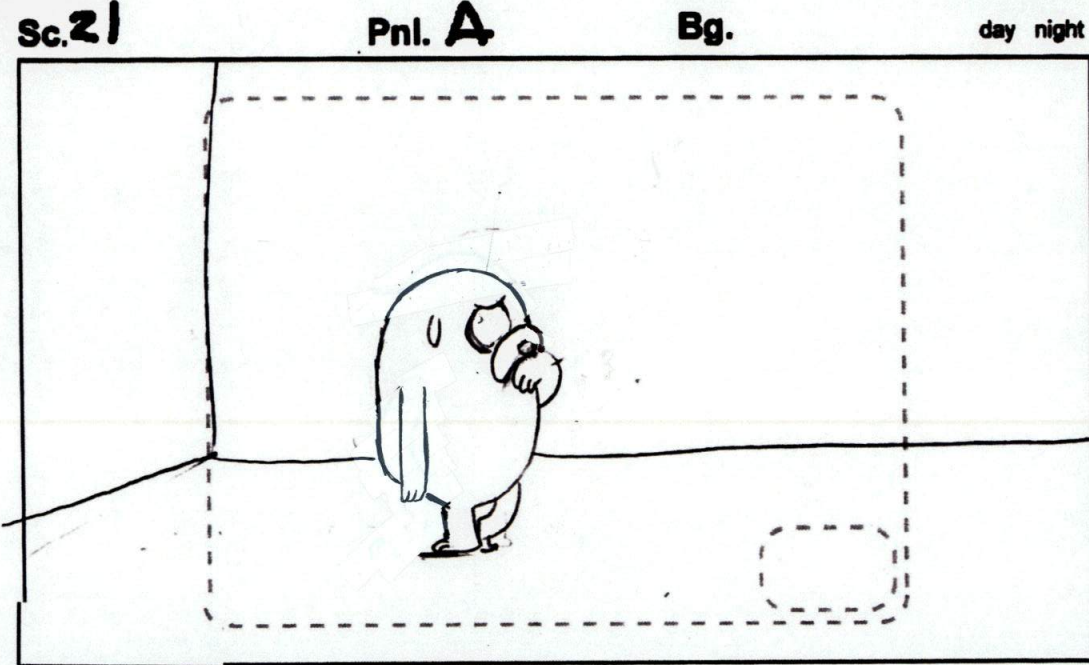
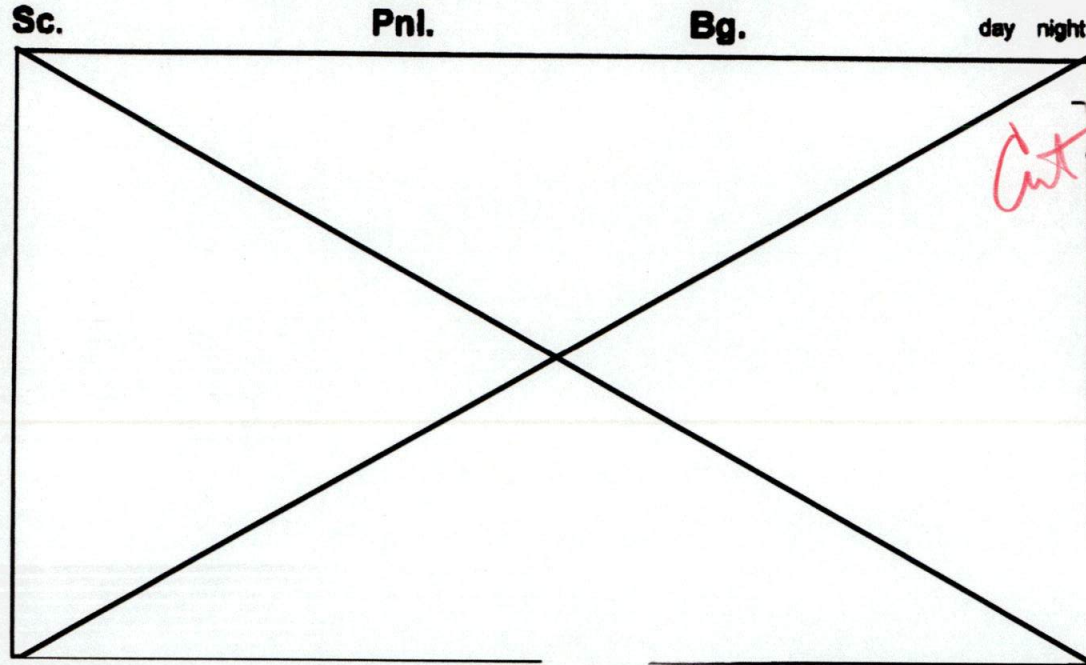
Production :

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ADVENTURE TIME



Page 33



Dialog:	(jake) OH, OKAY...
Action:	
Timing:	

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 Production :
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ADVENTURE TIME



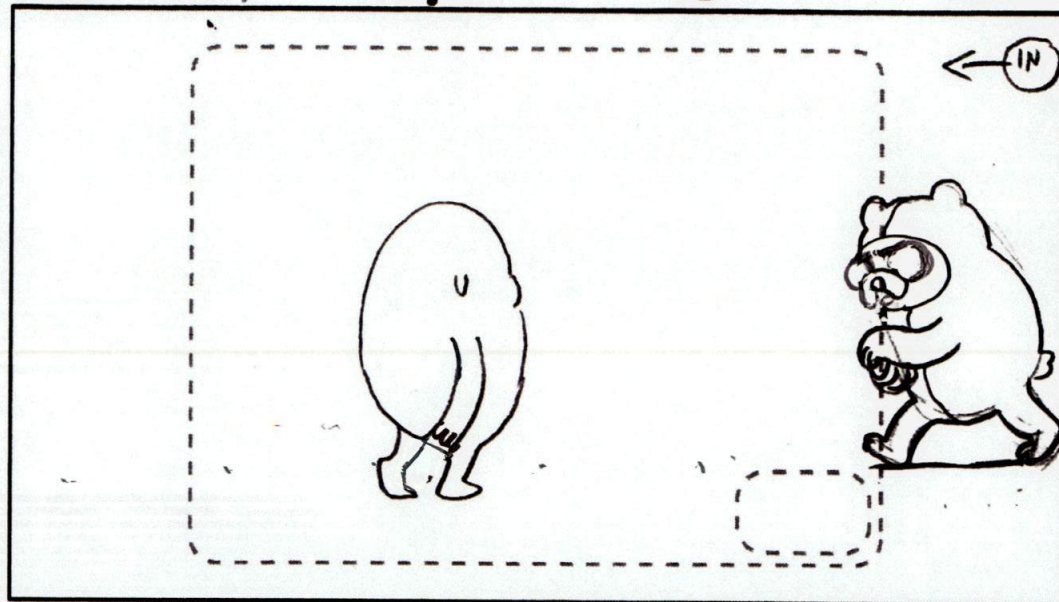
Page 34

Sc. 21 CONT

Pnl. B

Bg.

day night

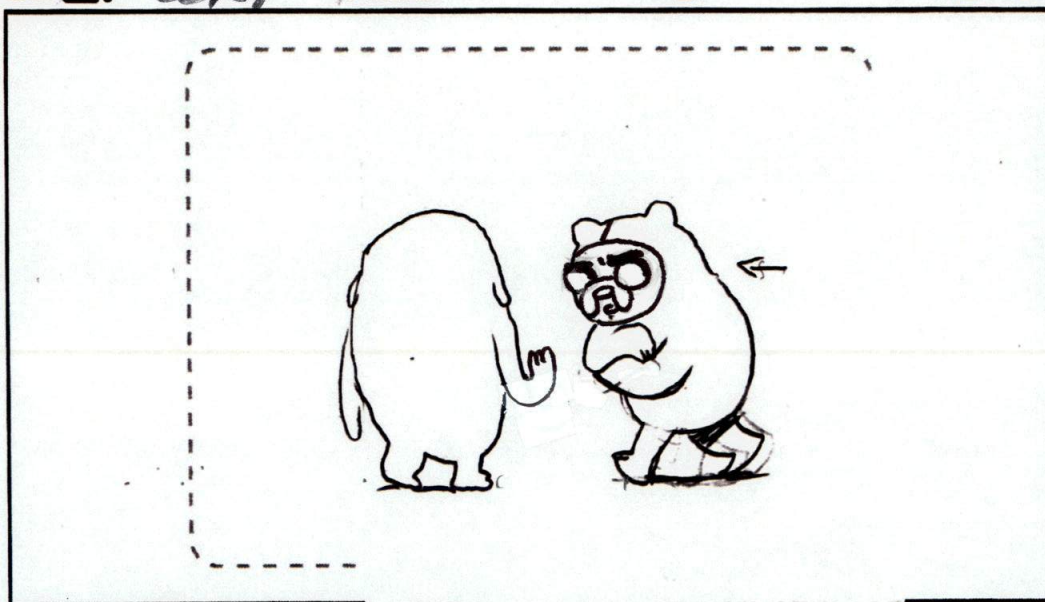


Sc. 21 CONT

Pnl. C

Bg.

day night



Dialog:

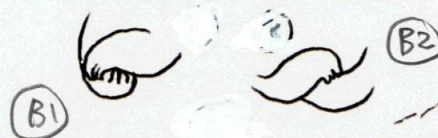
(Jer) Epsilon... eucrades..

JAKE : Hey listen -

JER DERNESTA ...

Action:

-JER WALKS AWAY,



Timing:

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Production :

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ADVENTURE TIME



Page 35

Sc. 21 CONT

Pnl. D

Bg.

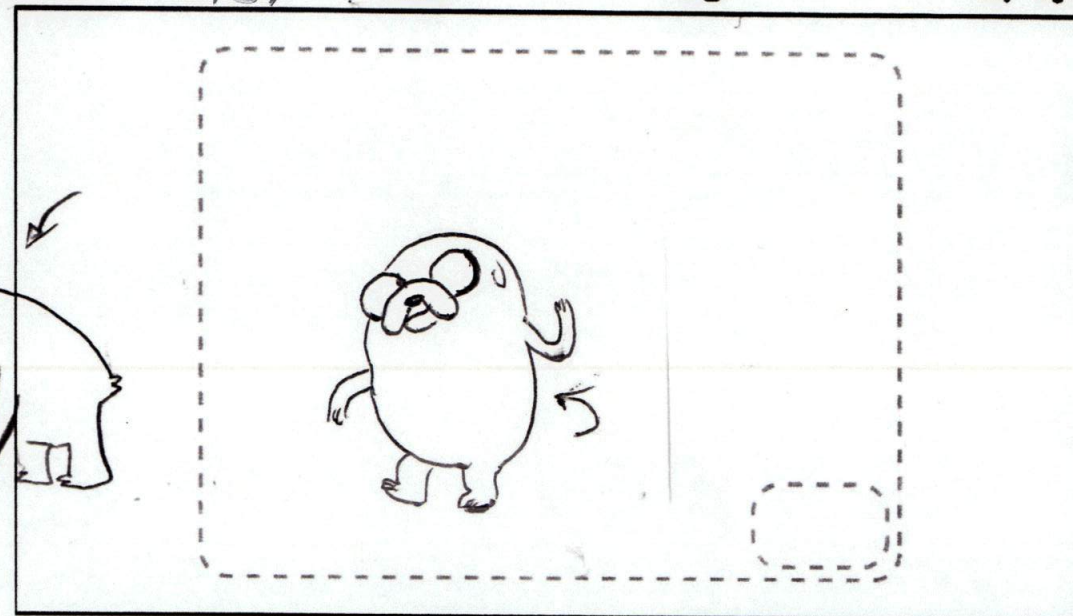
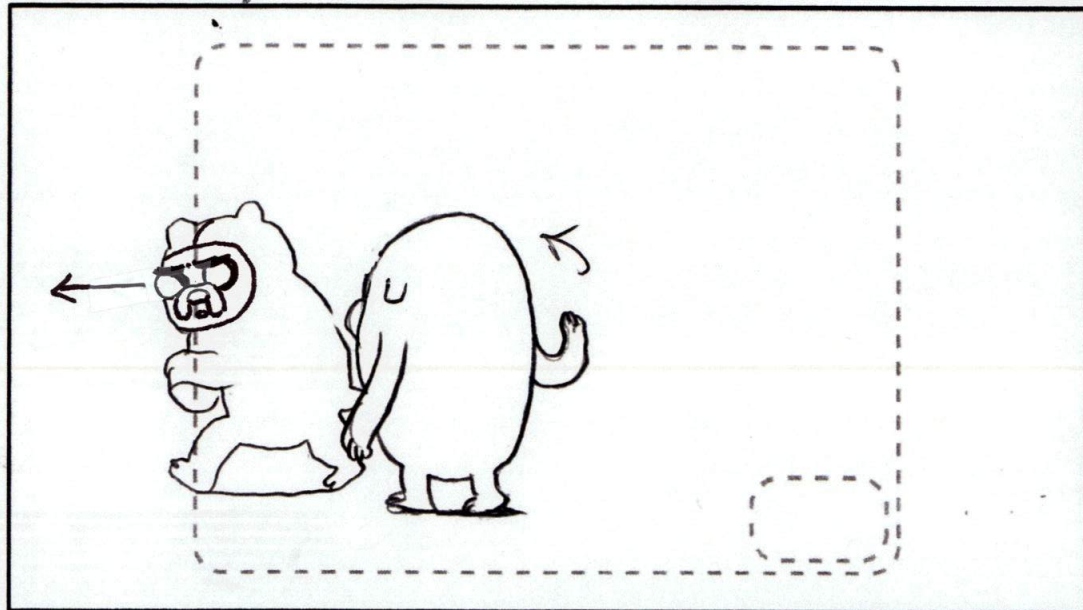
day night

Sc. 21 CONT

Pnl. E

Bg.

day night



Dialog:

JAKE :

maybe we should get together in the awake world?

Action:

- JER WALKS PAST JAKE,

- JER LEANS OVER,

Timing:

AUG 18 2014

Production :

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ADVENTURE TIME



Page 36

Sc. 21 *CONT*

Pnl. F

Bg.

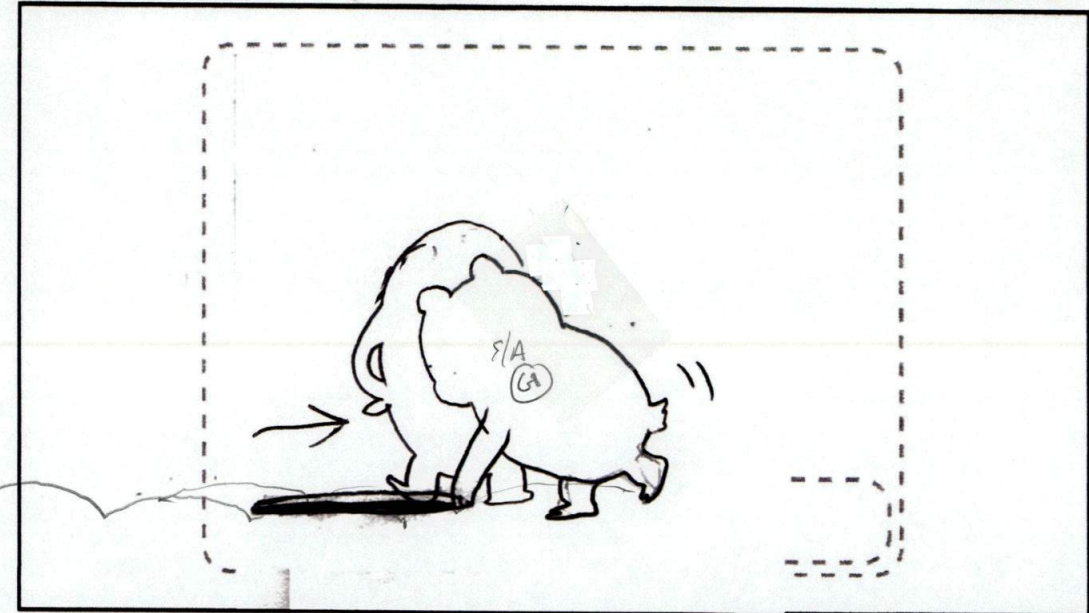
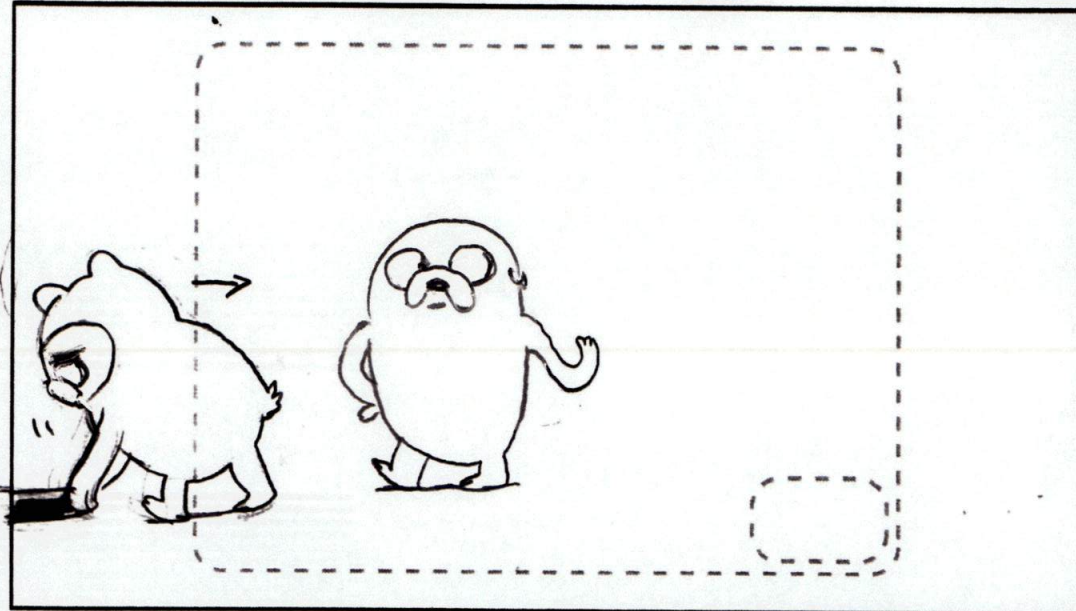
day night

Sc. 21 *CONT*

Pnl. G

Bg.

day night



Dialog:

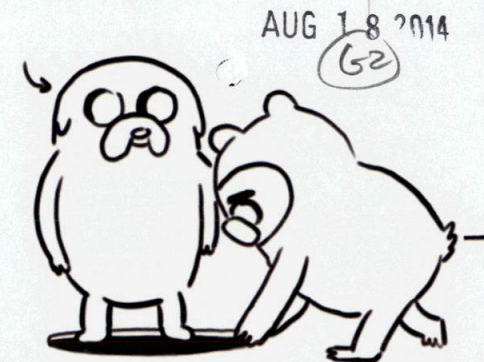
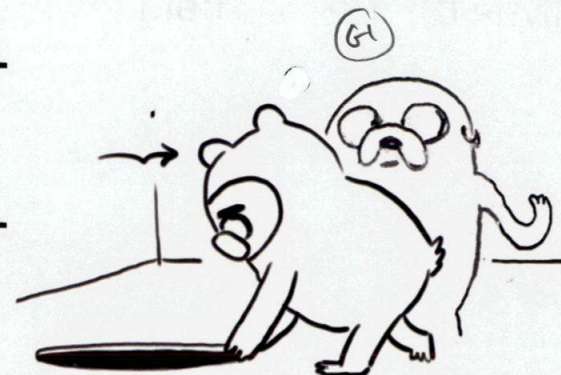
JAKE: You know, MEET IN MEATSPACE

Action:

— Jermaine pulls in a hole from off frame

Timing:

JER: ^(RUSHED)
UH, YGAH. SOUNDS GREAT...
SEE YOU --



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Production :

1025/192

1025/192

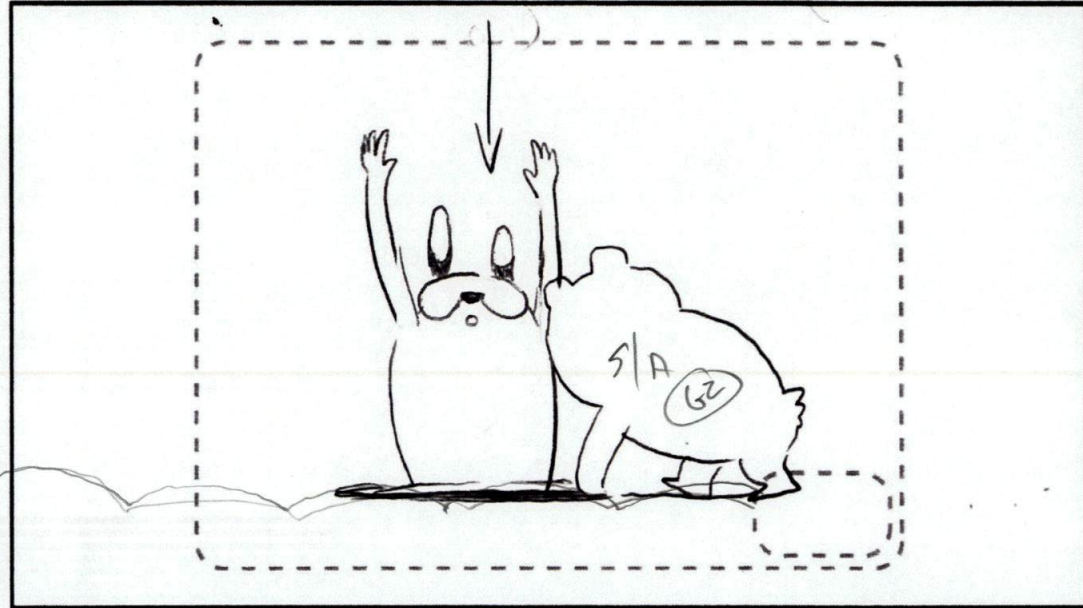
ADVENTURE TIME



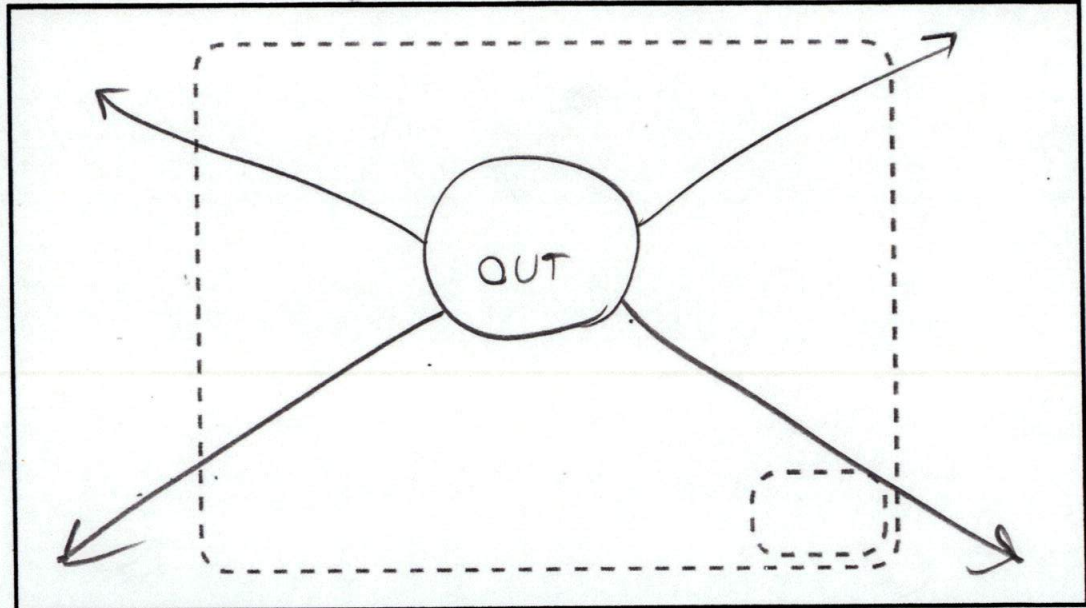
Cut

Page 37

Sc. 21 CONT Pnl. H Bg. day night



Sc. Pnl. Bg. day night



Dialog:

JER: LATER

Action:



— Jake falls through the hole

AUG 1-8 2014

Timing:

1025-192

EPISODE #

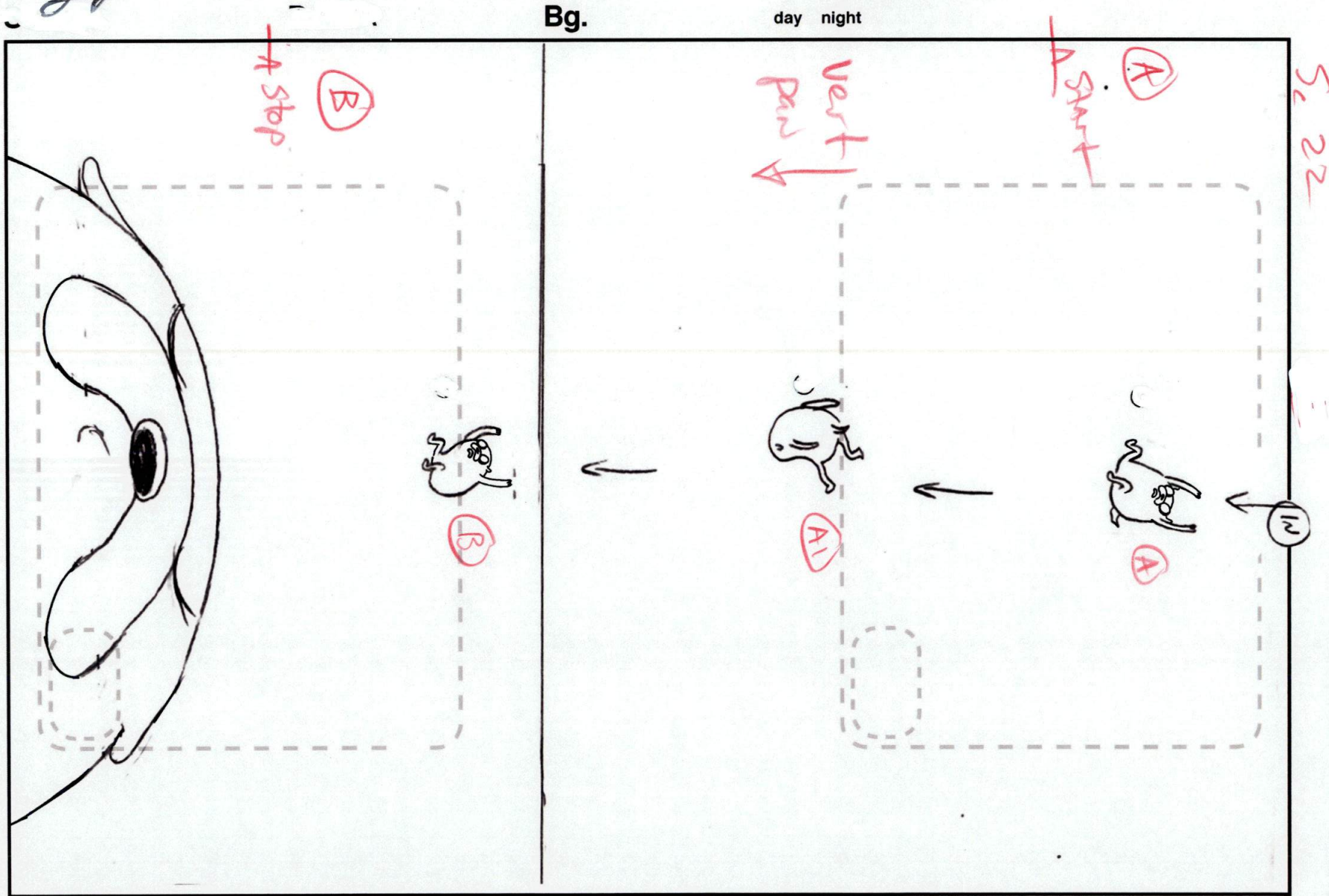
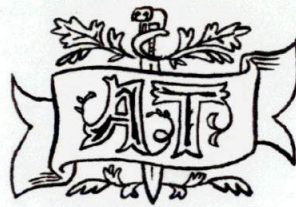
1025/192

Production :

1025/192

1025/192

ADVENTURE TIME



Dialog:	
Action:	JAKE FALLS THROUGH SPACE
Timing:	AUG 1 8 2014

1025/192

ADVENTURE TIME



Page 39

Sc. **22** *CONT*

Pnl.

C

Bg.

day night

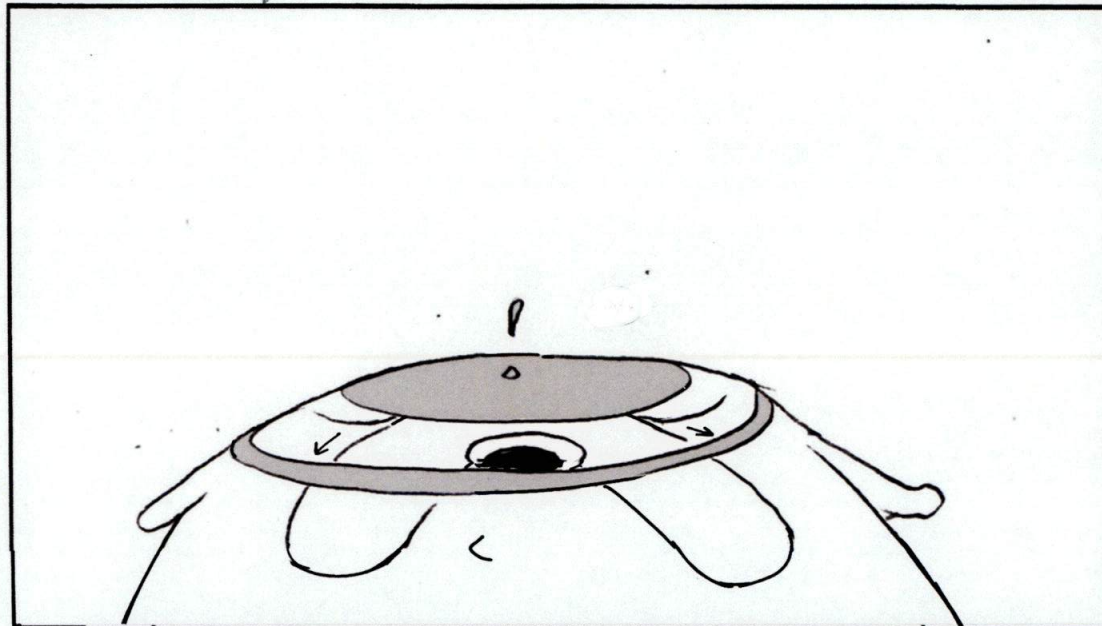
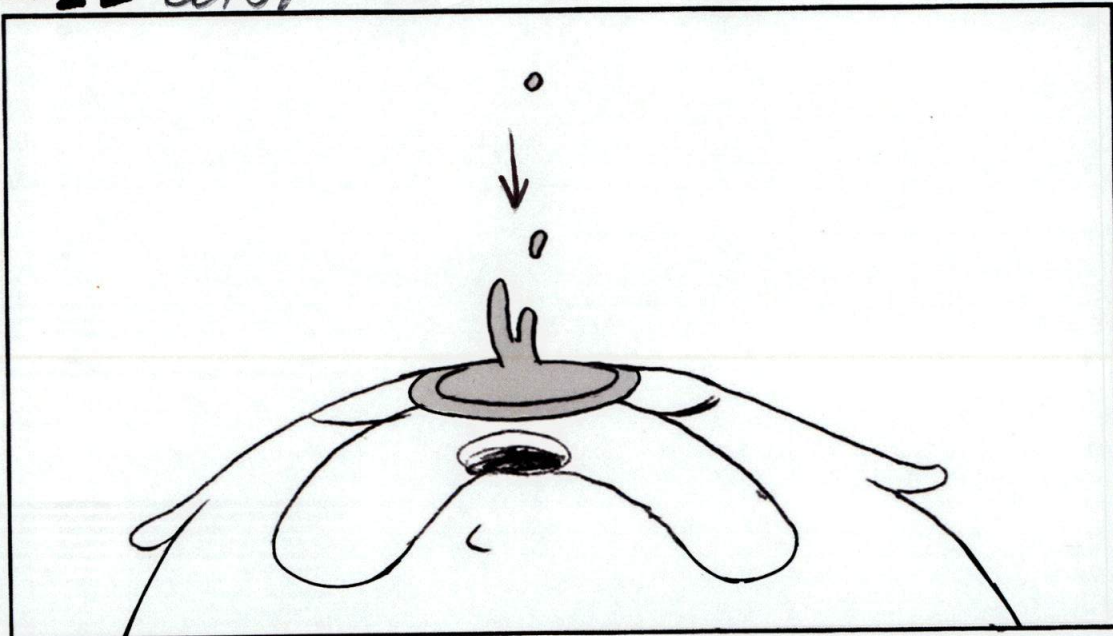
Sc. **22** *CONT*

Pnl.

D

Bg.

day night



Dialog:

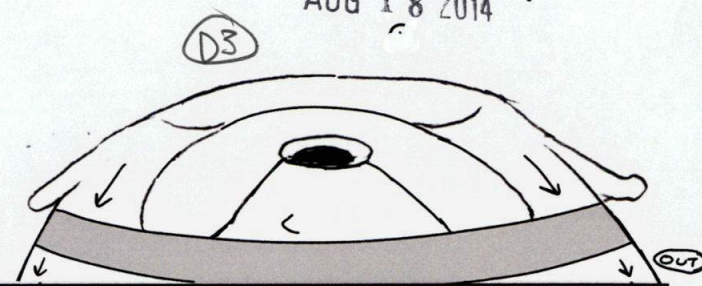
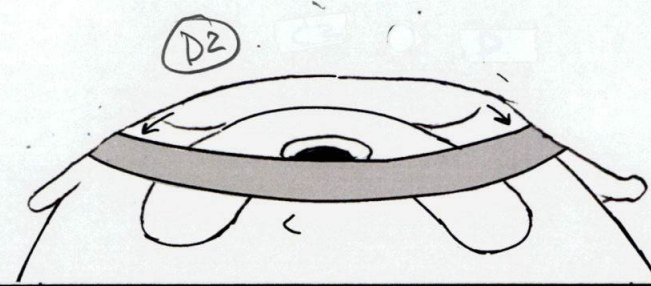
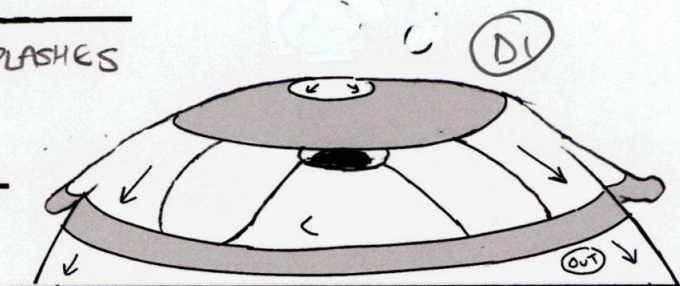
SFX:

* Car crash sound *

Action:

- JAKE SPLASHES
INTO HIS OWN
HEAD.

Timing:



SFX: * Tinking of broken glass *

AUG 18 2014

1025/192^a

EPISODE #

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1025/192

1025/192

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ADVENTURE TIME



Hu
cut

Page 40

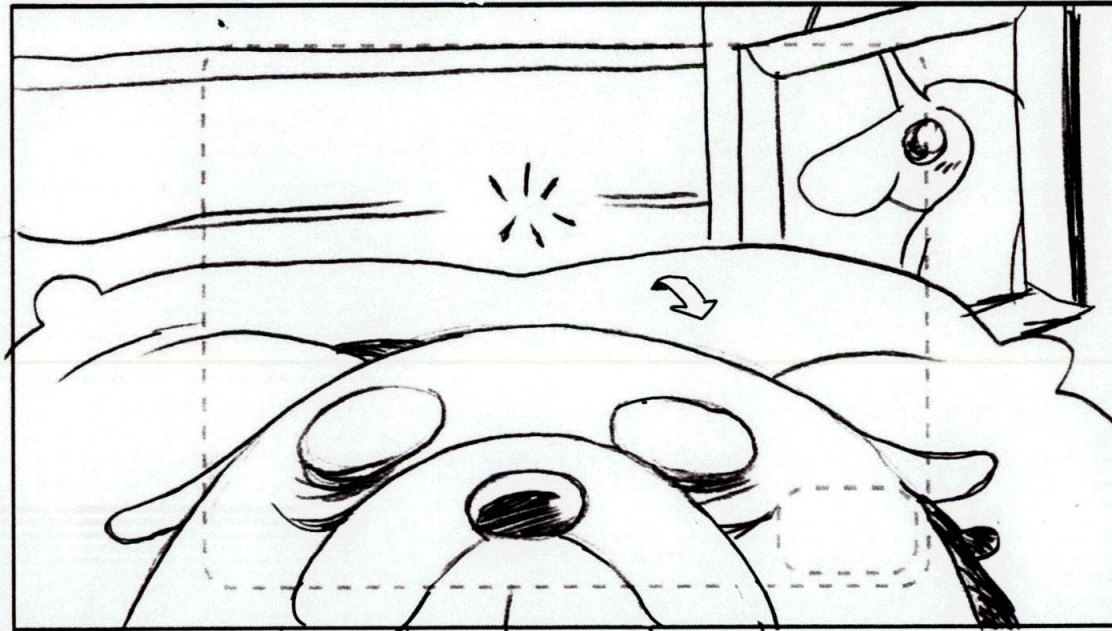
Sc. 22 CONT

Pnl.

E

Bg.

day night



Sc. 23

Pnl. A

Bg.

day night



Dialog:

(Jake breathes in sharp)

Action:

- Jakes eyes open
- BG TRANSITION TO BEDROOM..

- Jake exhales

AUG 18 2014

Timing:

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Production :

1025/192

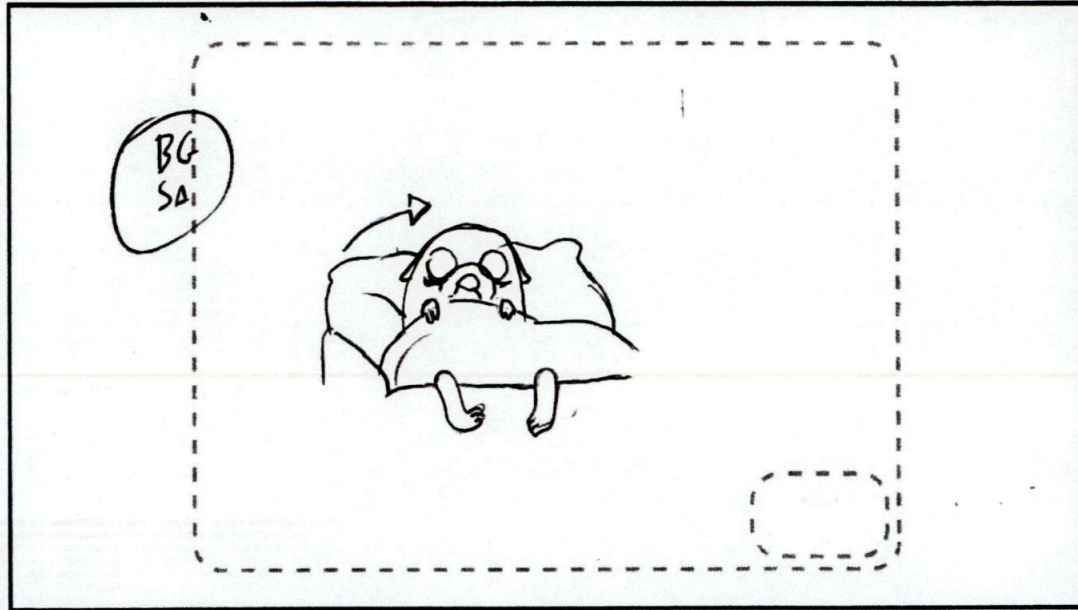
ADVENTURE TIME



Sc. **23** *CONT* Pnl. **B**

Bg.

day night



Sc. **24**

Pnl. **A**

Bg.

day night



Dialog:

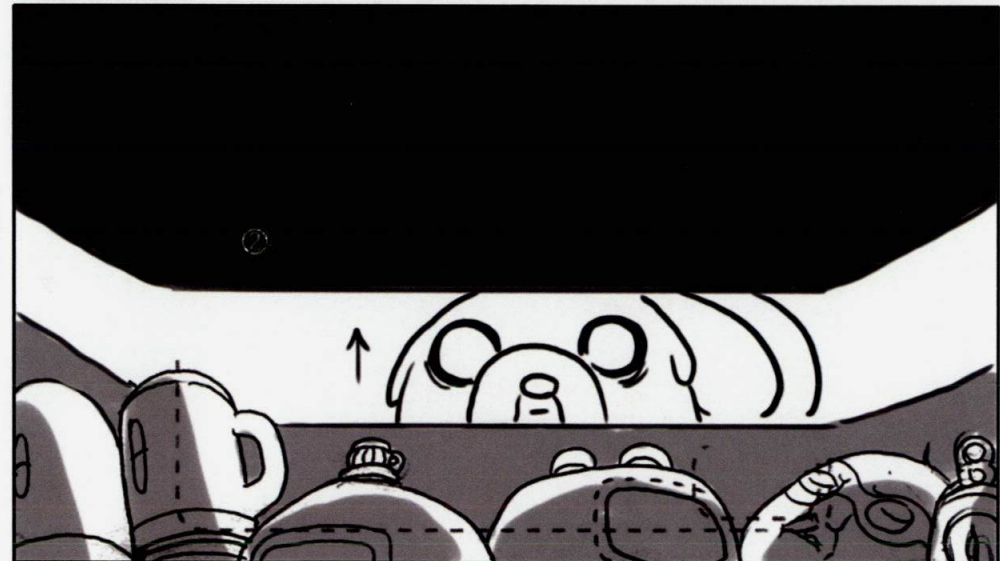
Action:

-J. SITS UP.

Timing:

AUG 18 2014

(A)



Page **41**

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1025/192

Production :

1025/192

ADVENTURE TIME



Page **42**

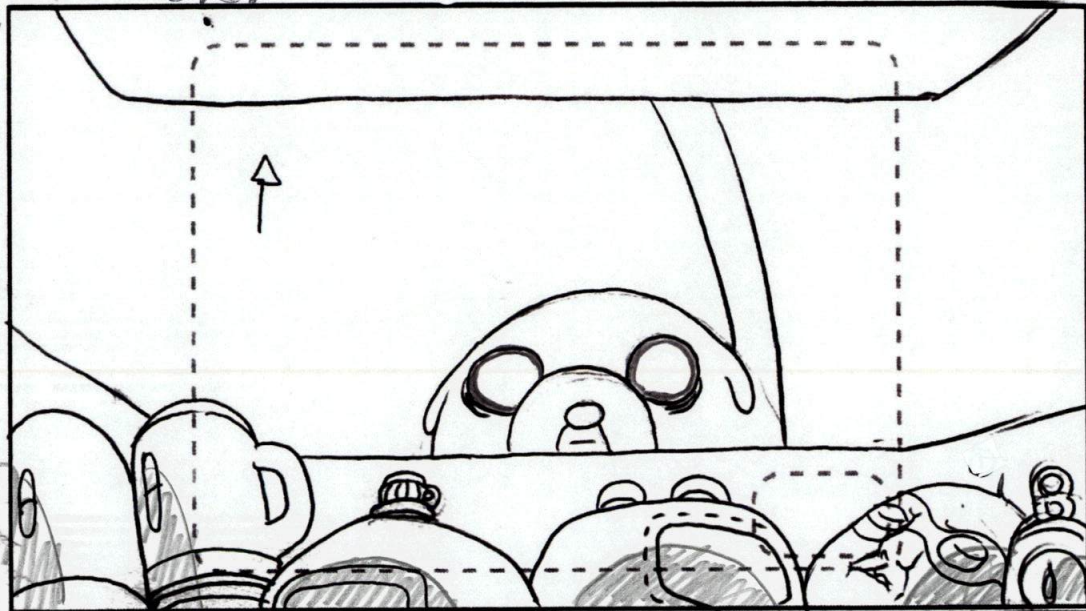
Sc. 24

CONT

Pnl. B

Bg.

day night



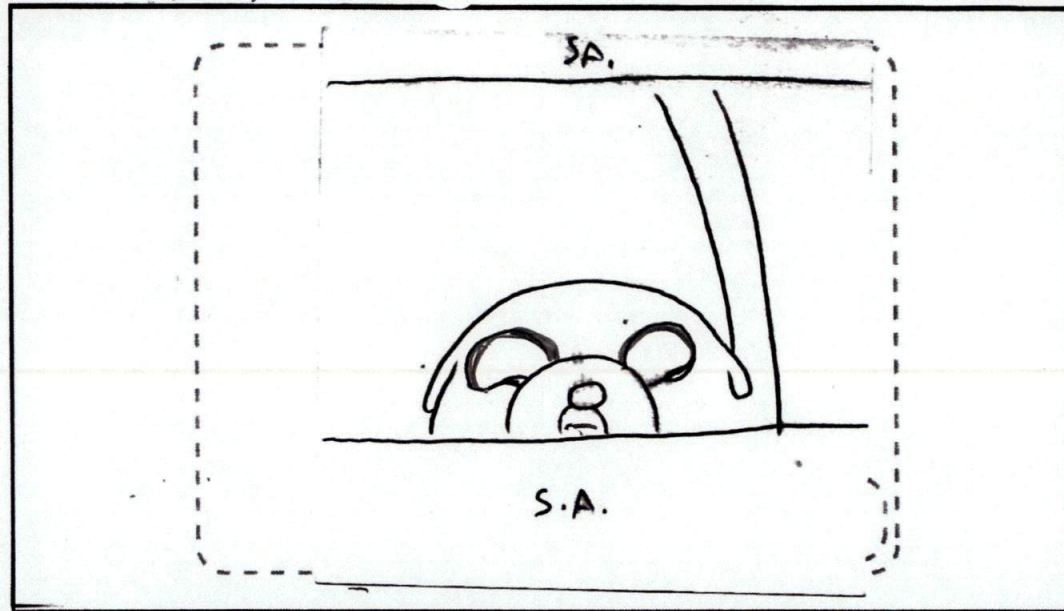
Sc. 24

CONT

Pnl. C

Bg.

day night

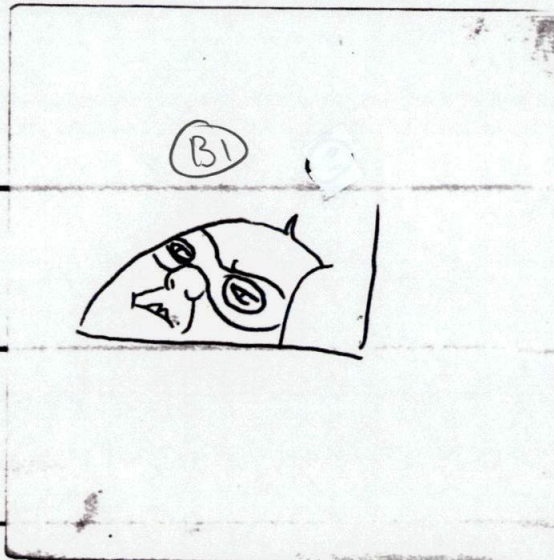


Dialog:

Action:

Jake opens fridge

Timing:



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1025/192

ADVENTURE TIME

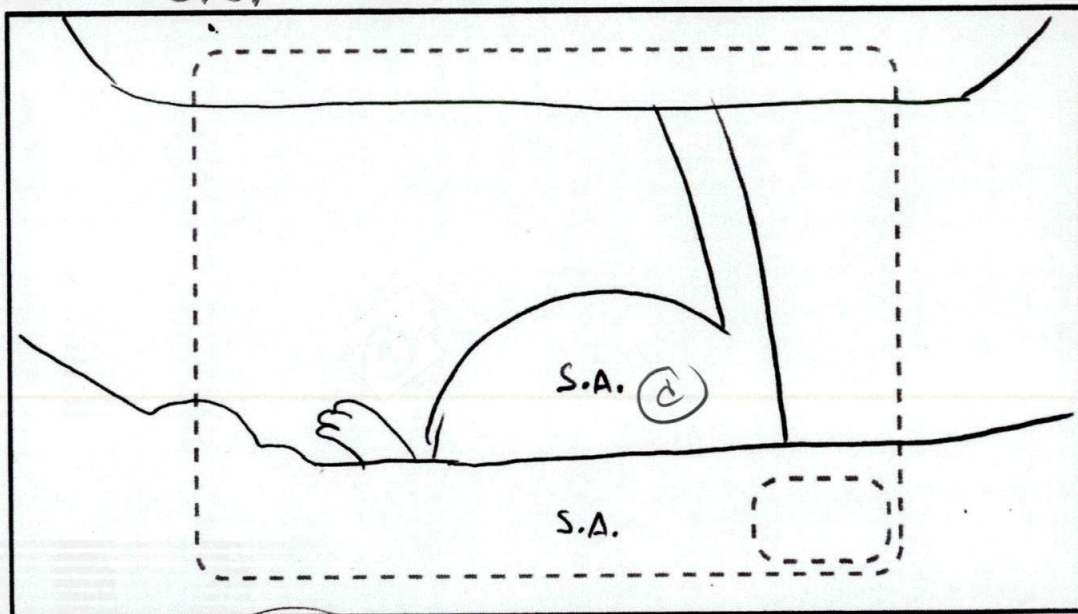


No sc's 25-26

Page 43

Sc. 24 *CONT* Pnl. D Bg. day night

*Hu
Art*

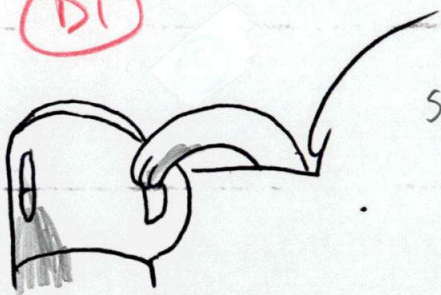


Dialog:

Action:

Timing:

(DI)



S/A (C)

-JAKE GRABS MUG.

AUG 18 2014

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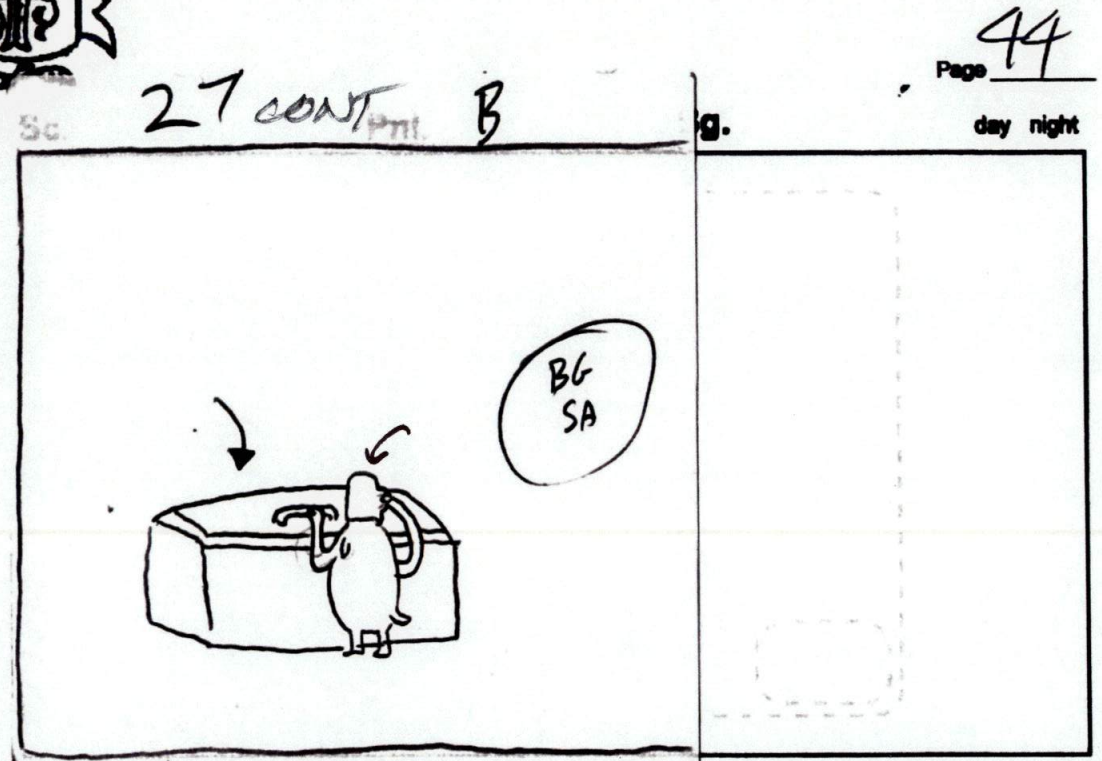
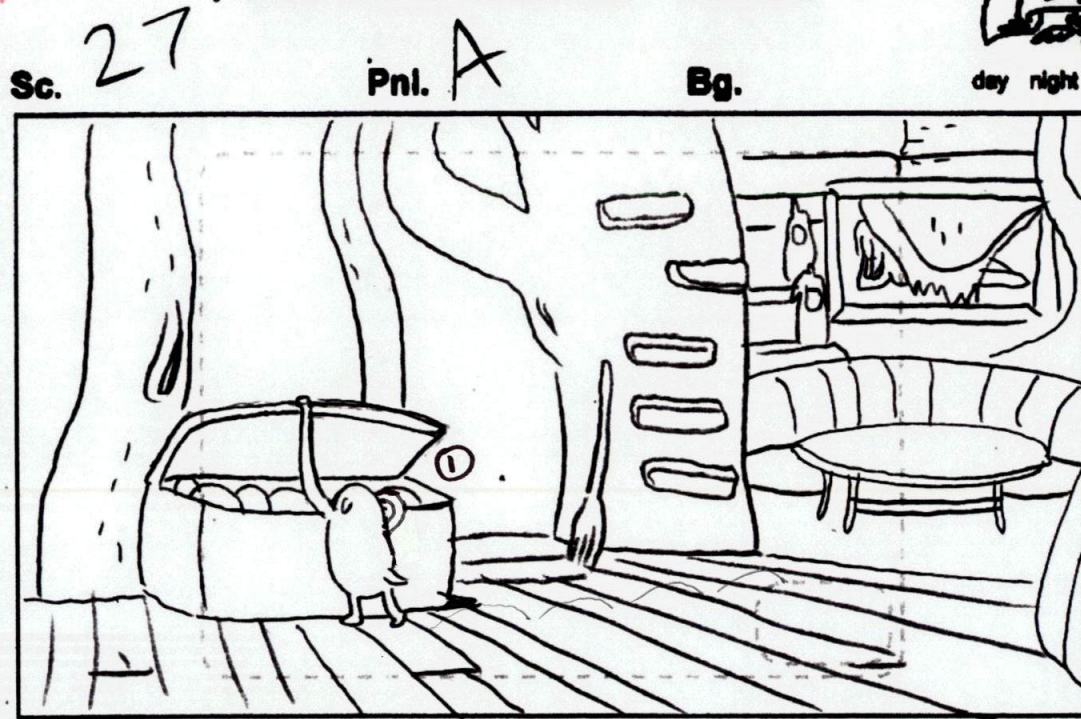
1025/192

1025/192

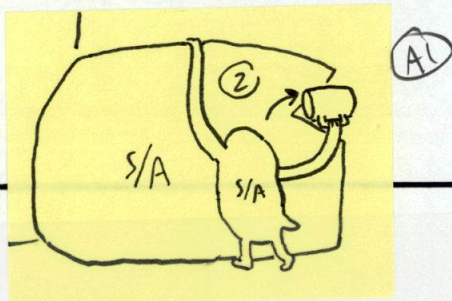
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HO
CUT

ADVENTURE TIME



Dialog:



Action:

③ closes fridge
PUTS mug on his head.

AUG 1 8 2014

Timing:

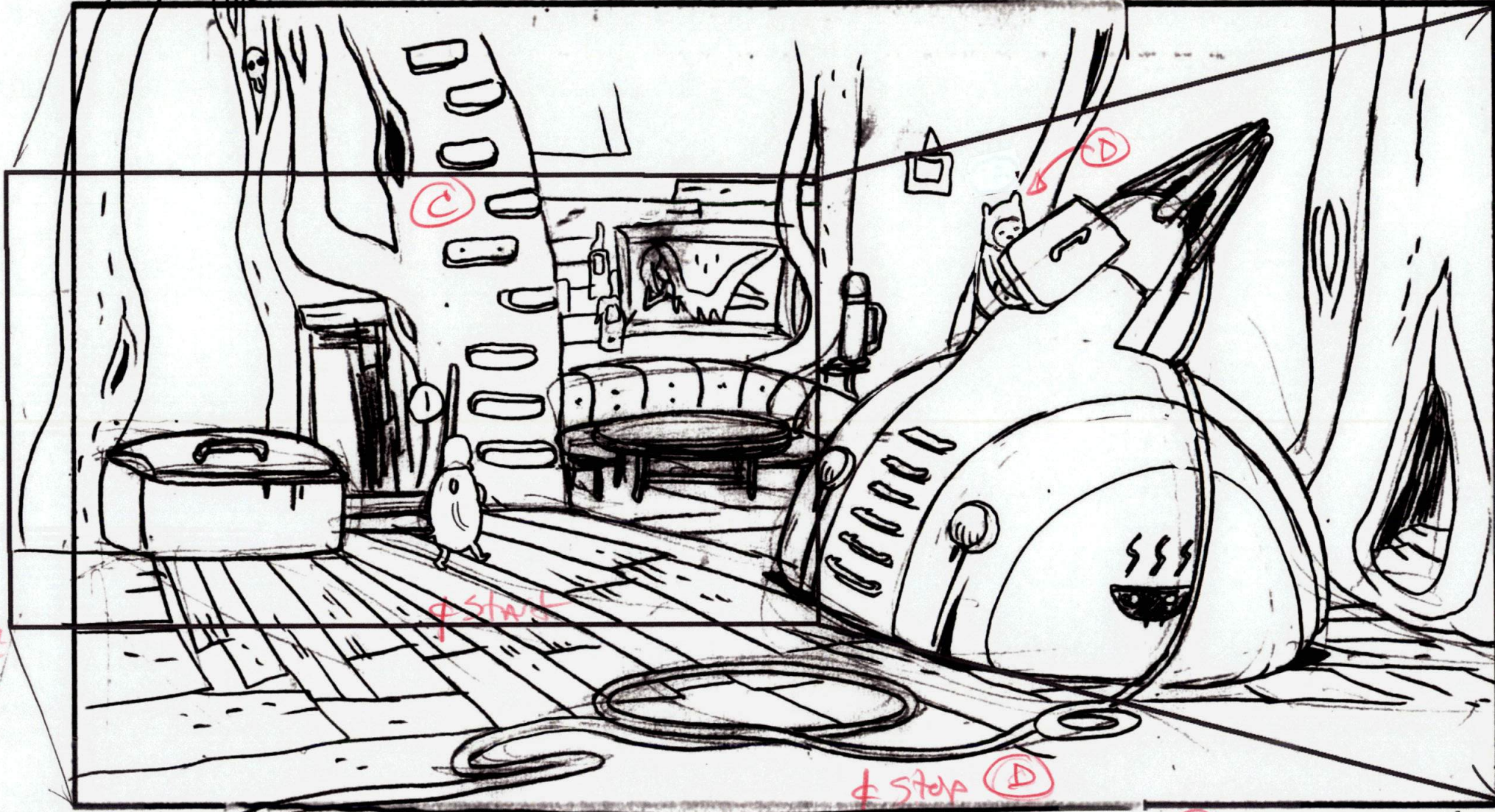
10 25 - 19 2

EPISODE #

10 25 / 19 2

Production :

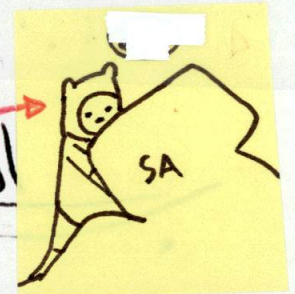
HW
Cut



- TRUCK
OUT.

- J. WALKS
OVER TO
TABLE
AND SITS

- F. IS
MESSING W/
HARPOON
MACHINE



CYCLE 1A, 2A, 1A, 2A
ECT.

AUG 18 2014

1025/192

Drag
truck
out

1025-192

1025/192

1025/192

S/A(C)

(C1)

(D1)

(D2)

(D3)

(D4)

(D5)

(D)

Ho
Cut

ADVENTURE TIME



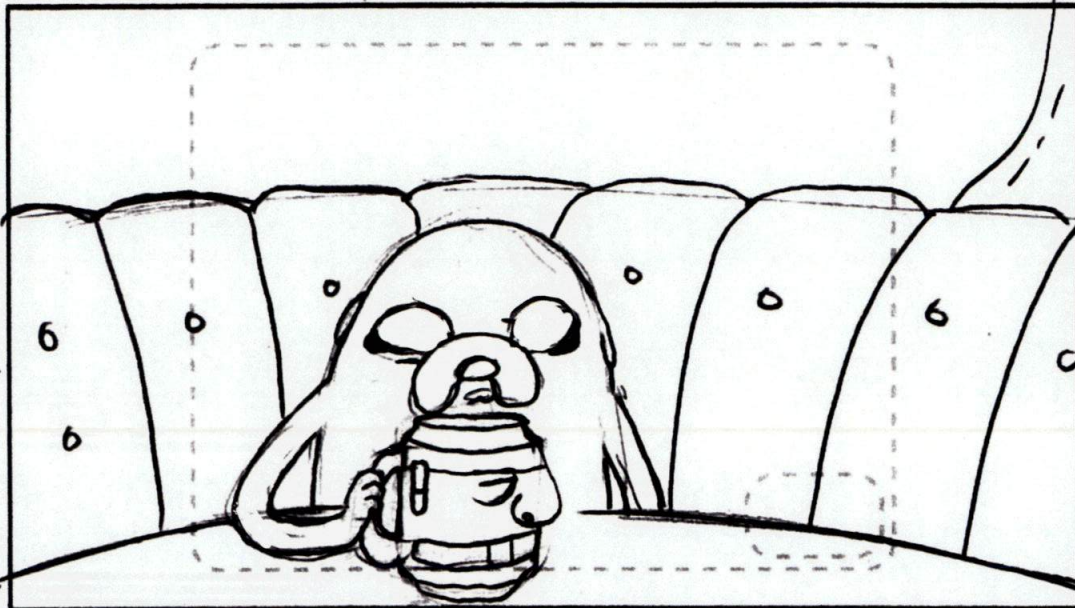
Page 46

Sc. 28

Pnl. A

Bg.

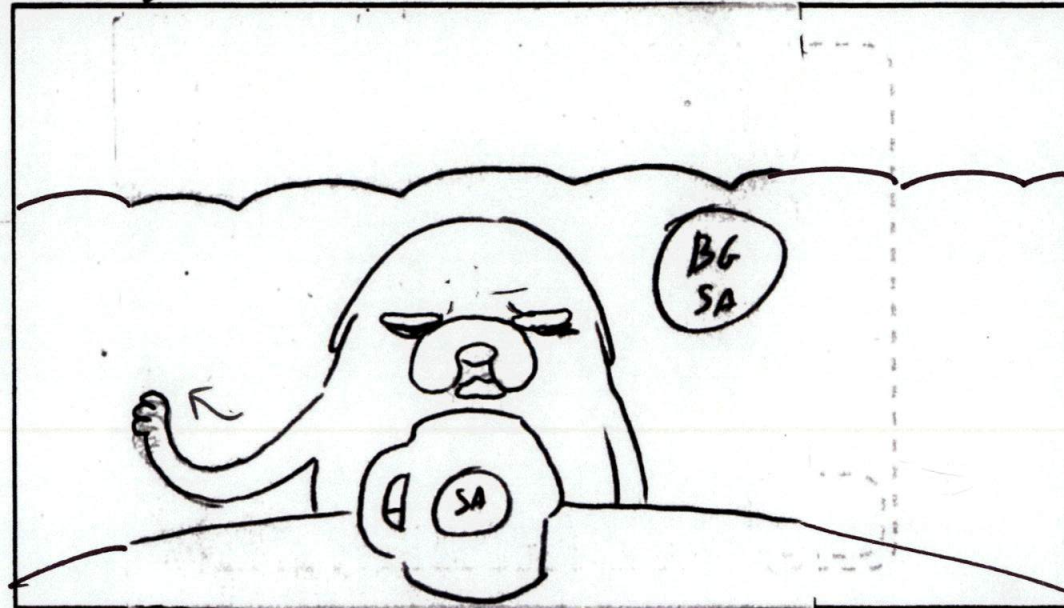
day night



Sc. 28 CONT Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

J: IN THE DREAM,

AUG 18 2014

Production :

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ADVENTURE TIME



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*Ho
Cw*

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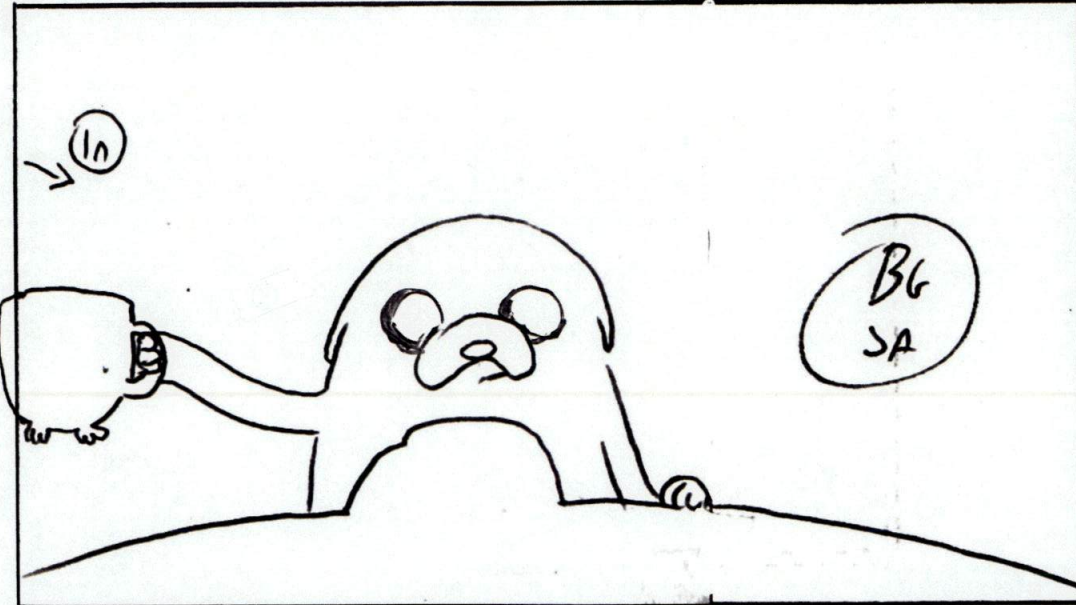
Sc. 28 cont Pnl. C

Bg.

day night

28 cont D

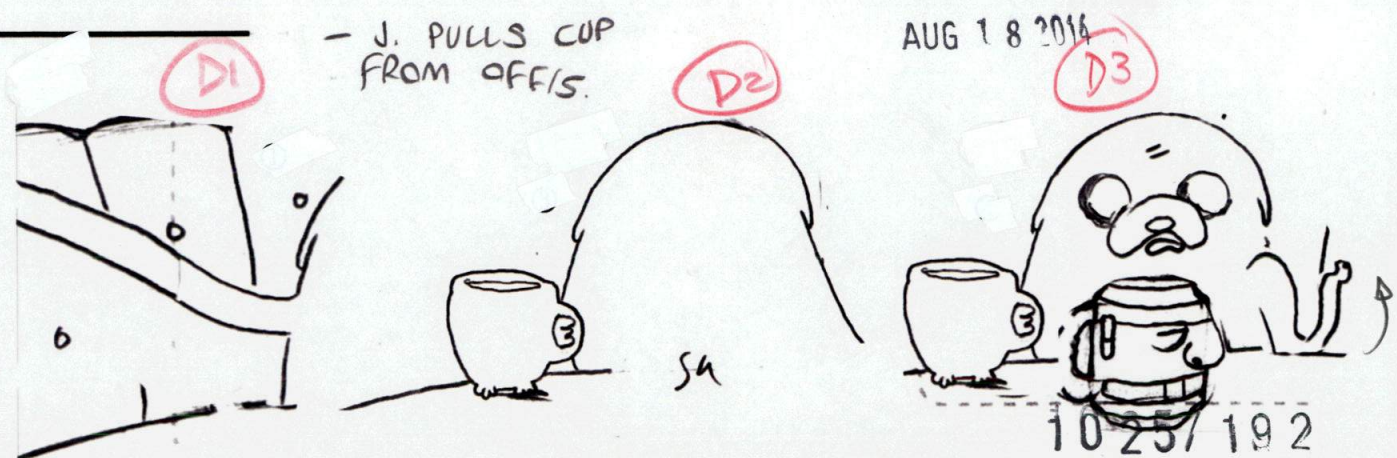
day night



Dialog:
① Jermouse was wearing a Bear suit
I WONDER WHAT
THAT SYMBOLIZES...

Action:

drem



KU
Cut

ADVENTURE TIME



Sc. 29

Pnl. A

Bg.

day night



Sc. 29 CONT Pnl. B

Bg.

day night

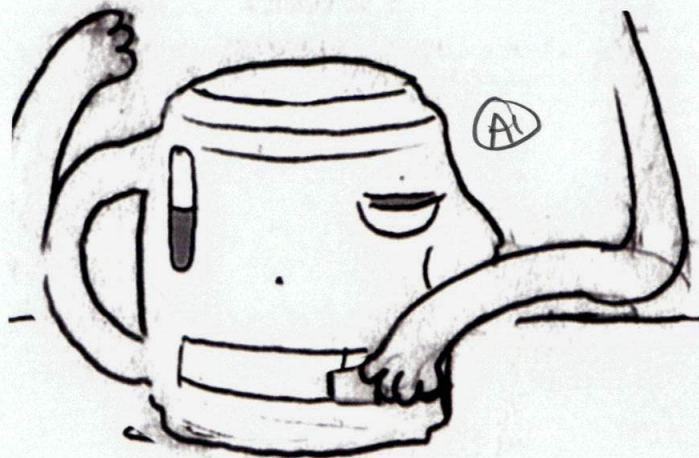


Dialog:

J: MAYBE IT MEANS --

Action:

Timing:



SFX: *SHHK*

-J. PULLS RIPCORD
FROM KETTLE-CAN.

AUG 18 2014

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ADVENTURE TIME

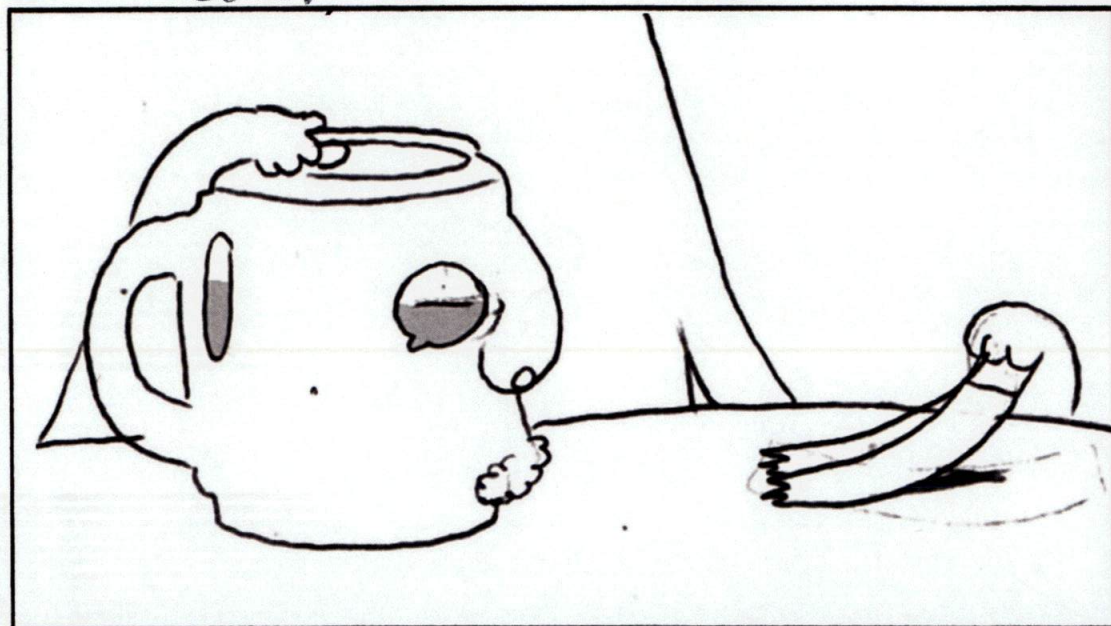


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Sc. 29 CONT Pnl. C

Bg.

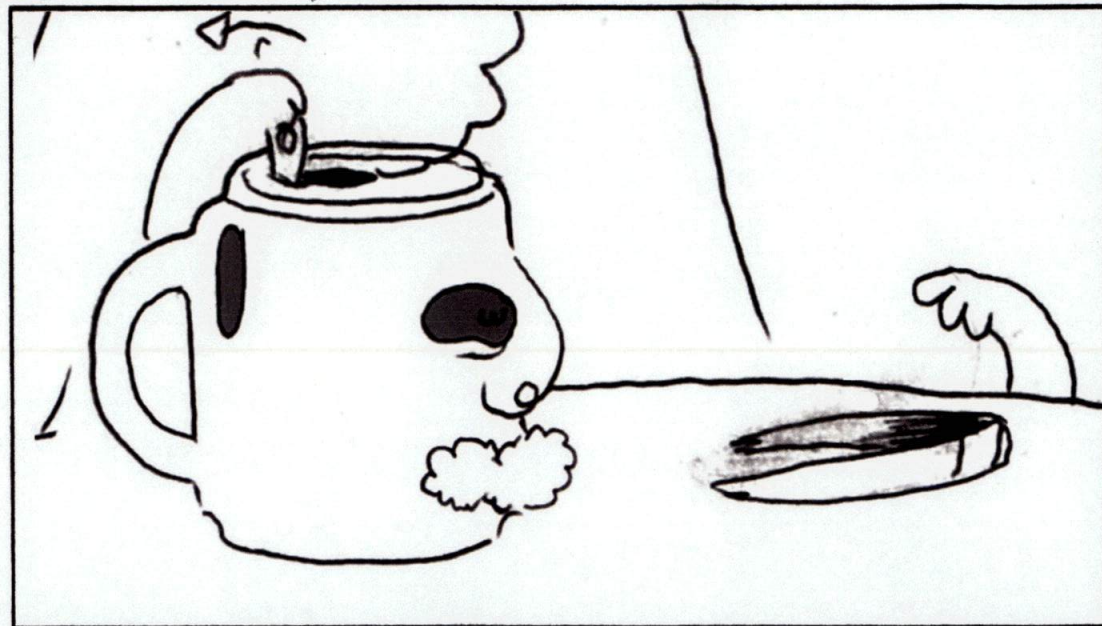
day night



Sc. 29 CONT Pnl. D

Bg.

day night



Dialog:

SFX: * BAILING *

J: JERMAINE NEEDS US TO VISIT.

SFX: * CHKK - KSHH *

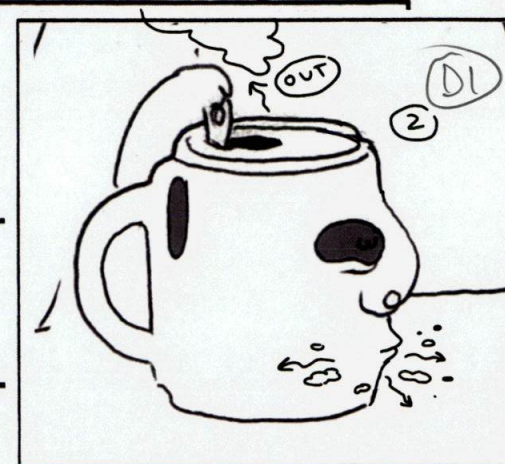
Action:

- KETTLE HEATS UP

- J. PULLS TAB ON TOP,

Timing:

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PN

Ho
Cut

1025/192

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Ho
Cut

ADVENTURE TIME



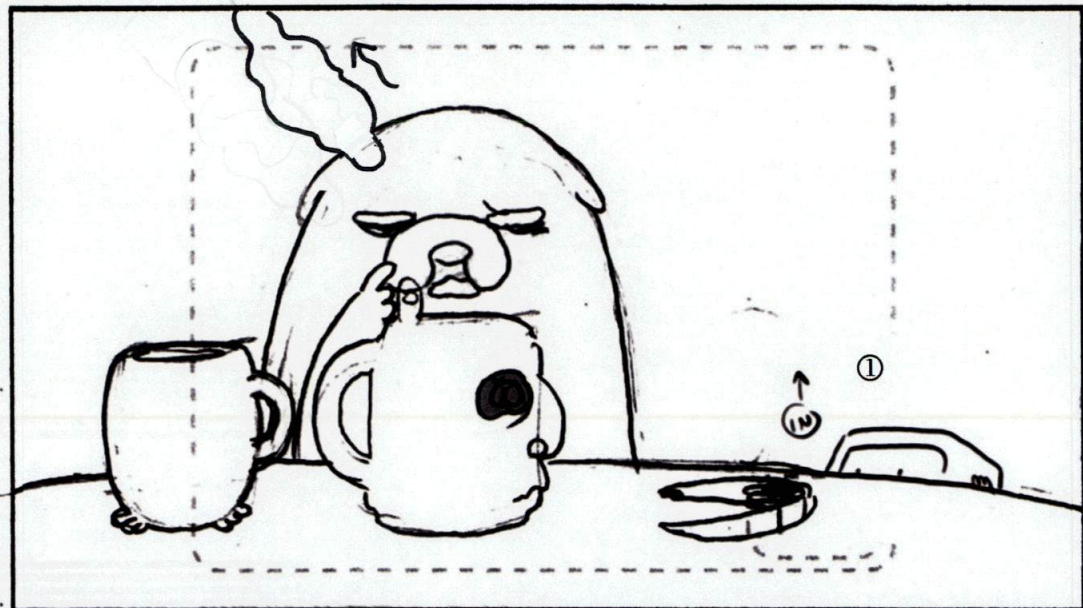
Page 50

Sc. 30

Pl. A

Bg.

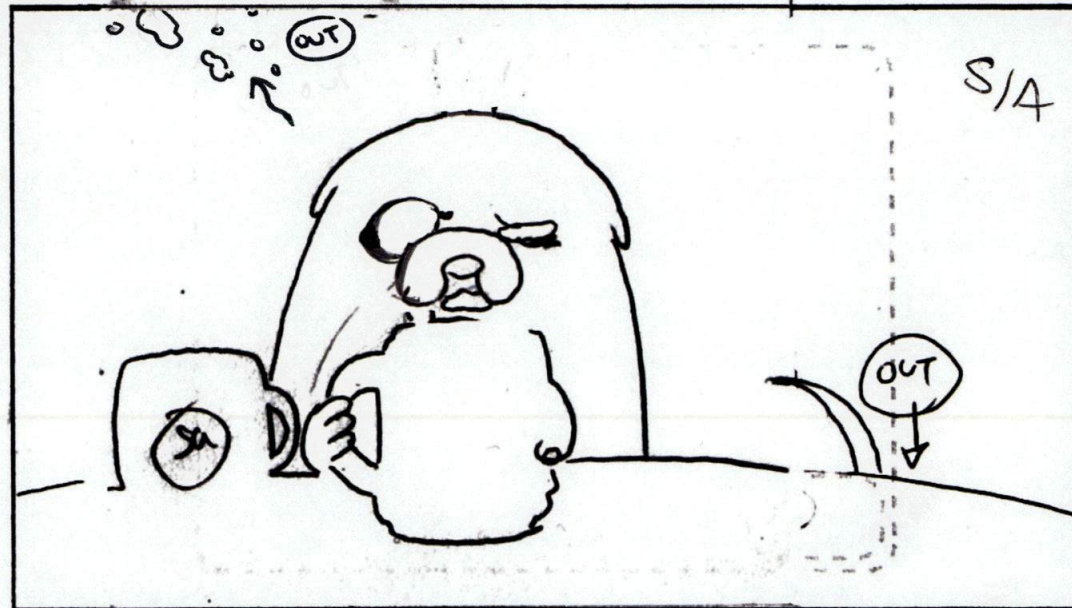
day night



Sc. 30 CONT Pl. B

Bg.

day night



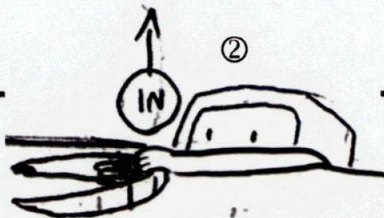
Dialog:

J: IT HAS BEEN A WHILE

Action:

- BMO PULLS RIFCORD OFF TABLE

Timing:



AUG 8 2014

Ho
Cut

EPISODE #

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1025/192

HW
Cut

ADVENTURE TIME

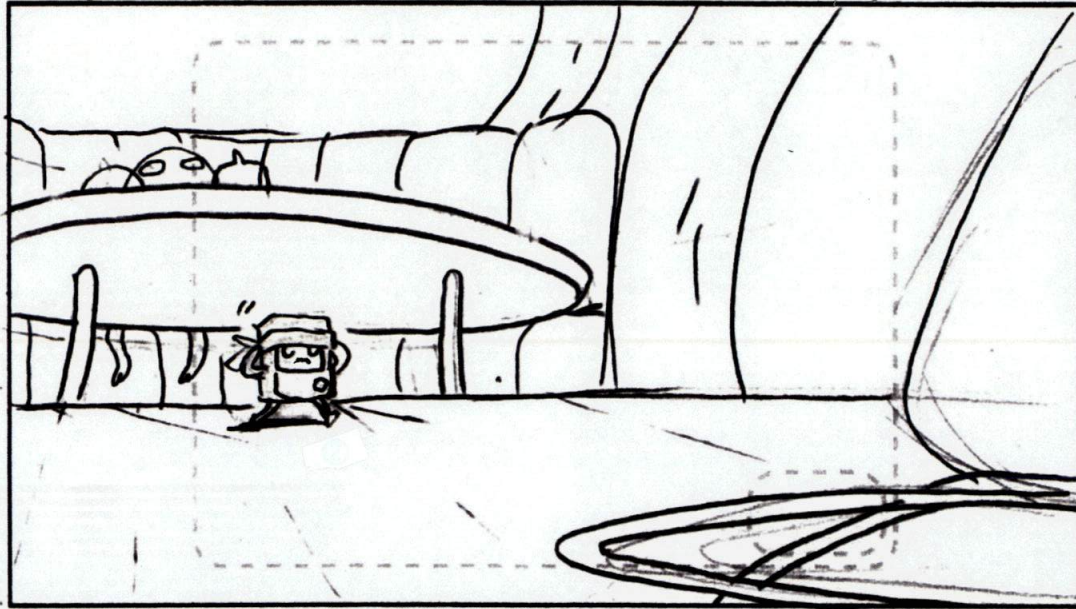


Sc. 31

Pnl. A

Bg.

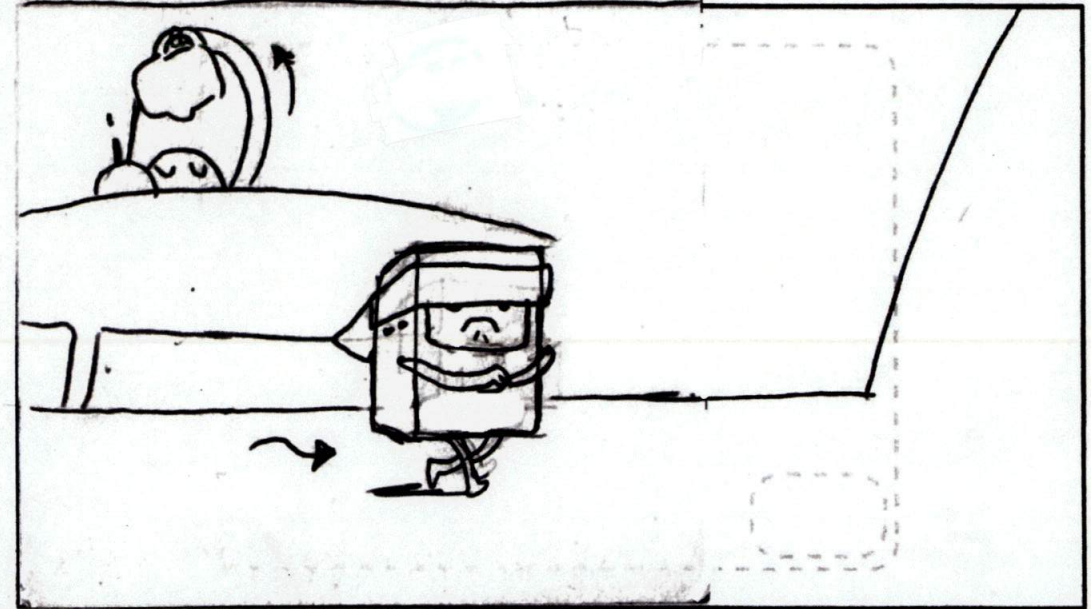
day night



Sc. 31 cont Pnl. B

Bg.

day night



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Cut

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Dialog:

(BMO)

Workout time !

Jake)-- You want the can or the cup?

Action:

-BMO TIES RIPCROD LIKE A HEADBAND AS HE WALKS FORWARD.

-J. POURS INTO CUP.

Kracking knuckles

AUG 18 2014

Timing:

(A1)



(A2)



(A3)



(B2)



(B1)

Production :

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ADVENTURE TIME

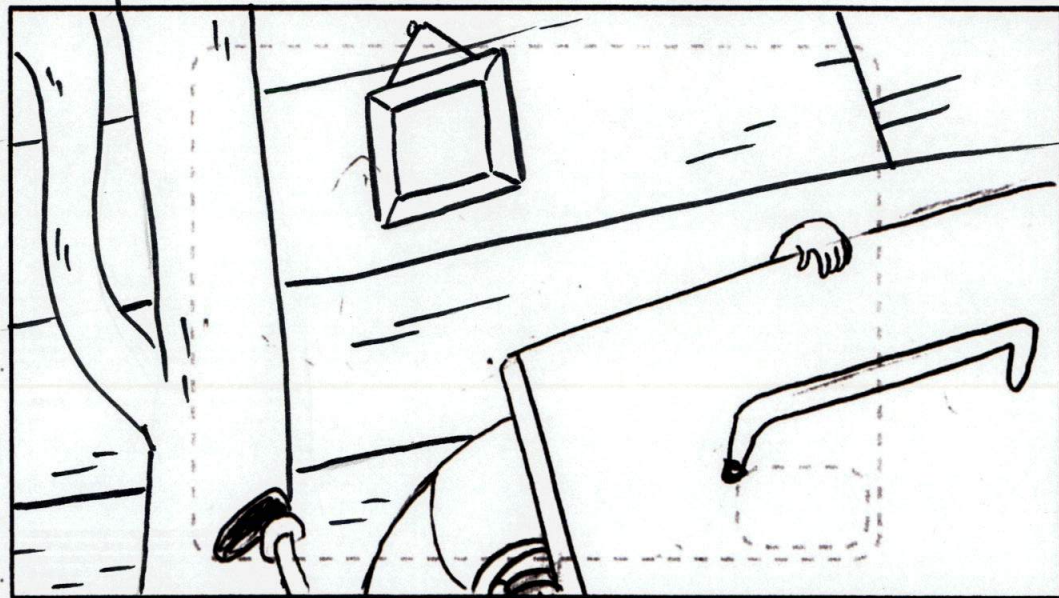


Sc. 32

Pnl. A

Bg.

day night



Sc. 32 cont

Pnl. B

Bg.

day night



Page 52

Dialog:

Finn) - I like the can

Action:

AUG 18 2014

Timing:

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ADVENTURE TIME



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Sc. 32 CONT Pnl. C

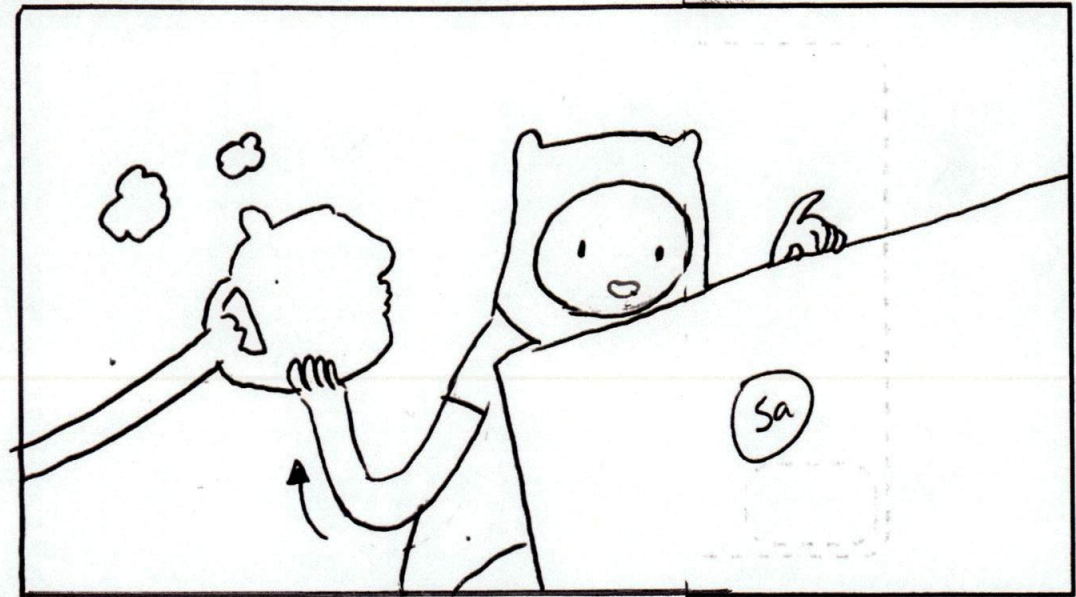
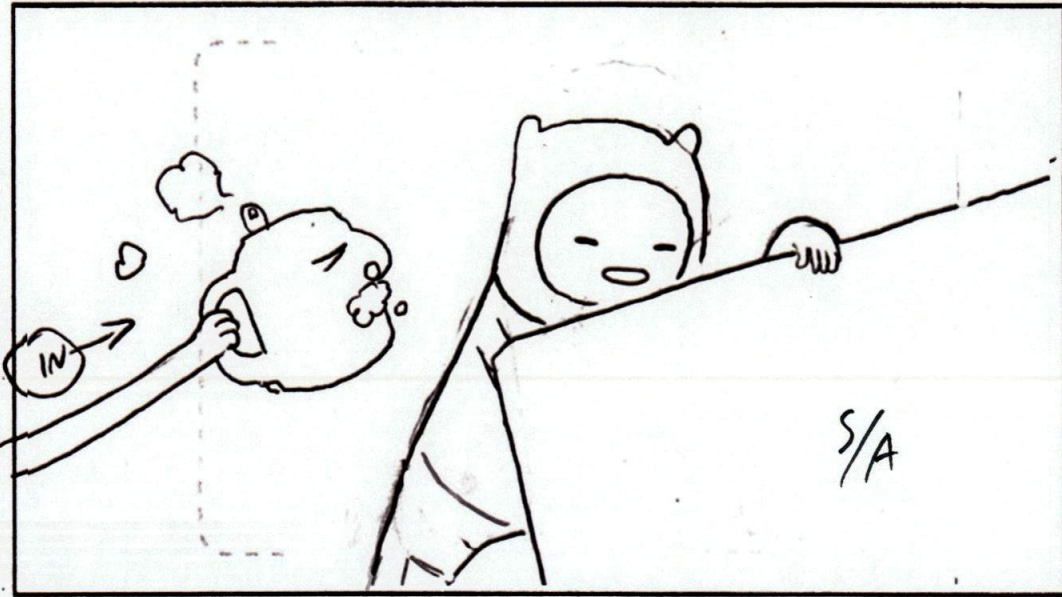
Bg.

day night

32 CONT D

Bg.

day night



Dialog:	
Action:	- J. BRINGS CAN ON/S.
	- F. GRABS CAN,
Timing:	AUG 18 2014

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ADVENTURE TIME

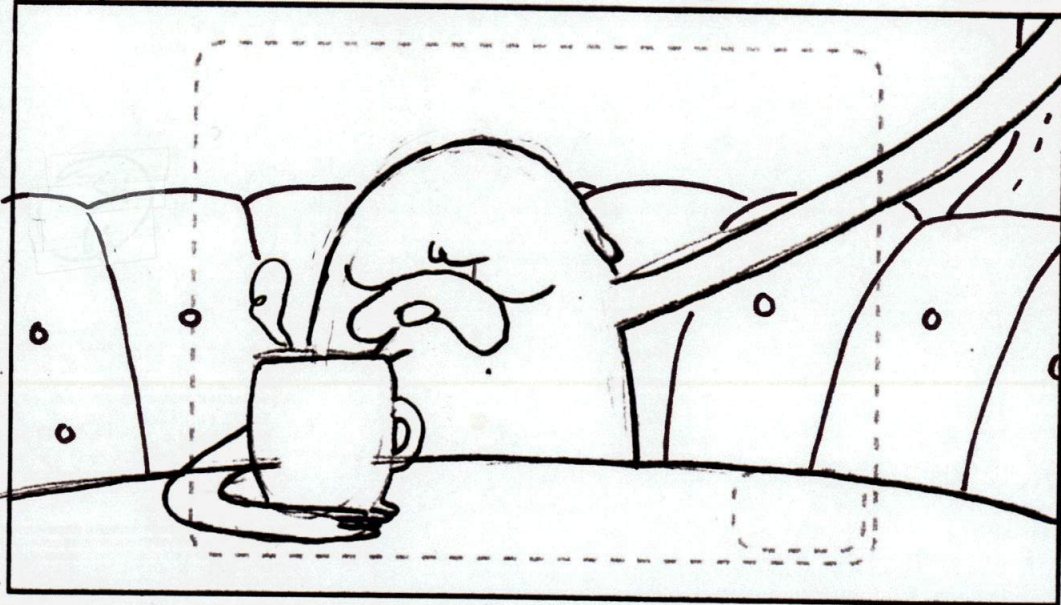


Sc. 33

Pnl. A

Bg.

day night

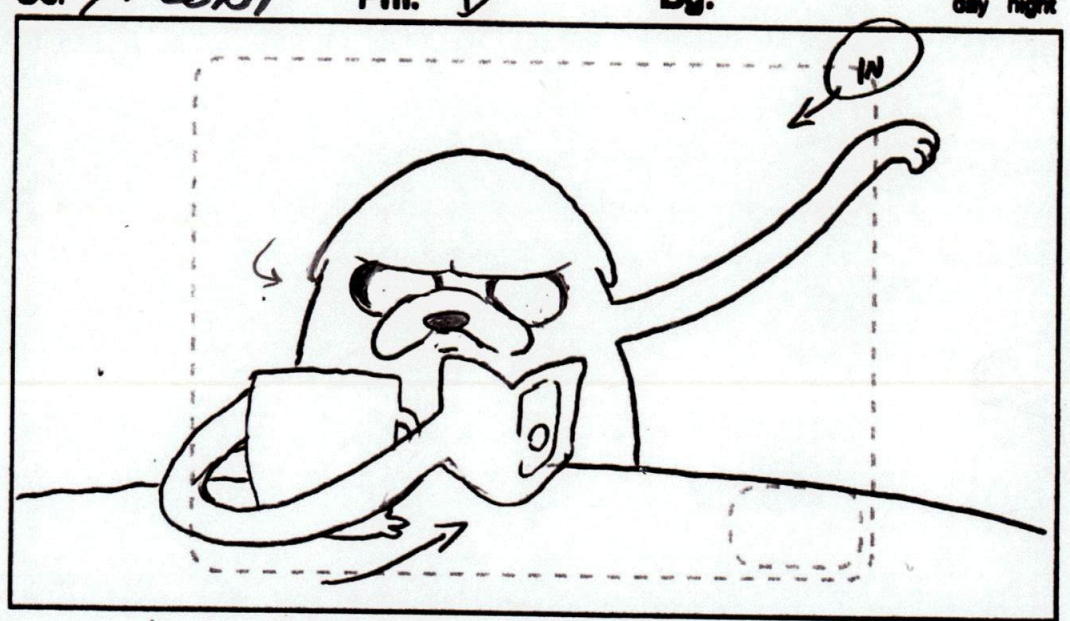


Sc. 33 CONT

Pnl. B

Bg.

day night

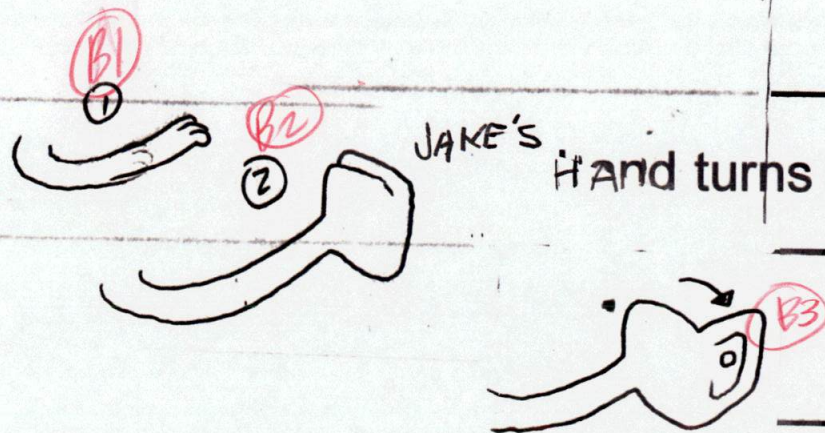


Dialog:

J): [sip]

Action:

Timing:



JAKE'S

Hand turns into a wallet

AUG 18 2014

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1025/192

Pnl. A

Bg.

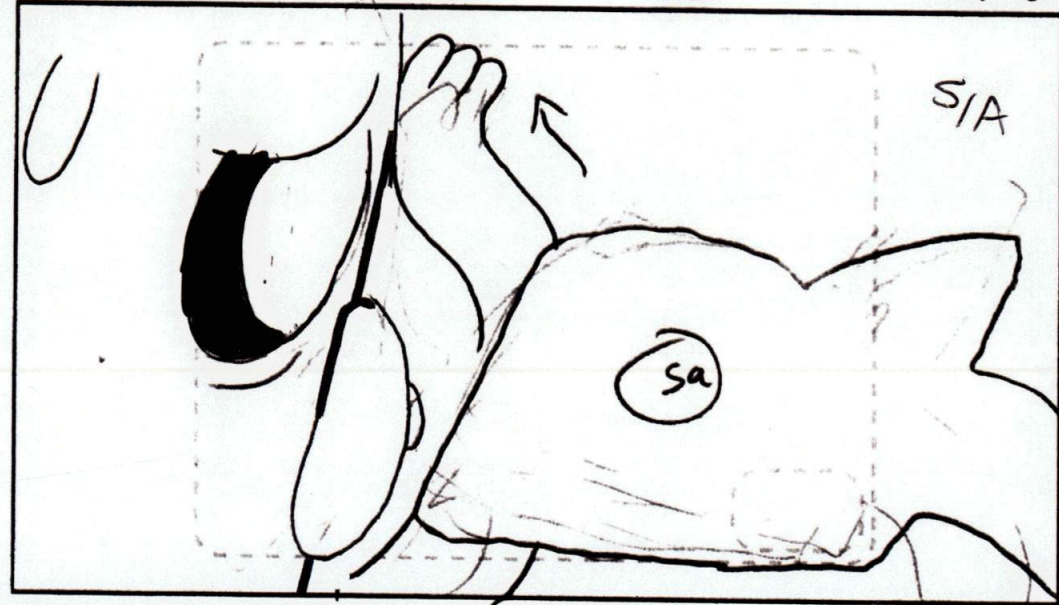
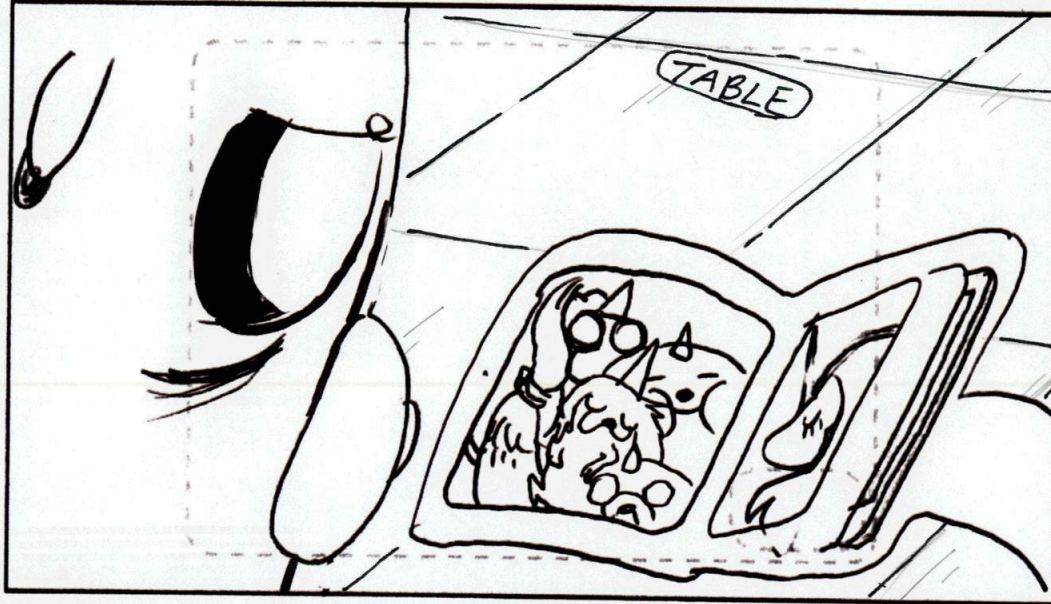
day night

Sc. 34 cont Pnl. B

Pnl. B

Bg.

55
Page _____
day night



Dialog:

15. I'd hate it if my kids didn't ever see each other ...

Action:

- Jake looks at a picture of his kids

Timing:

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ADVENTURE TIME



Page **56**

Sc. **34 CONT** Pnl. **C**

Bg.

day night

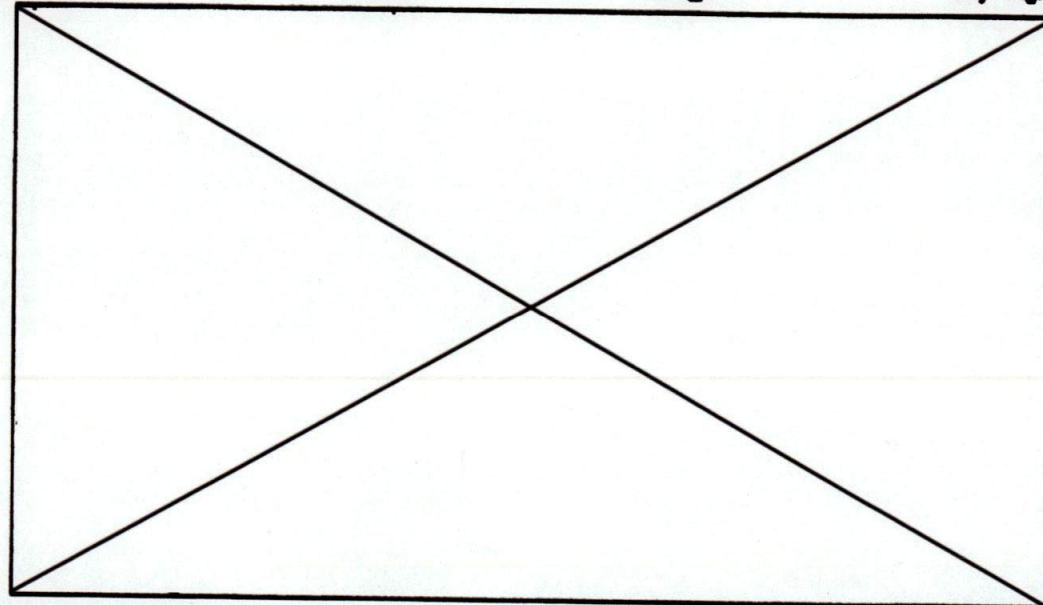


Sc.

Pnl.

Bg.

day night



Dialog:

Jake) -Or if Viola shoved Jake jr down a dream hole.

Action:

Timing:

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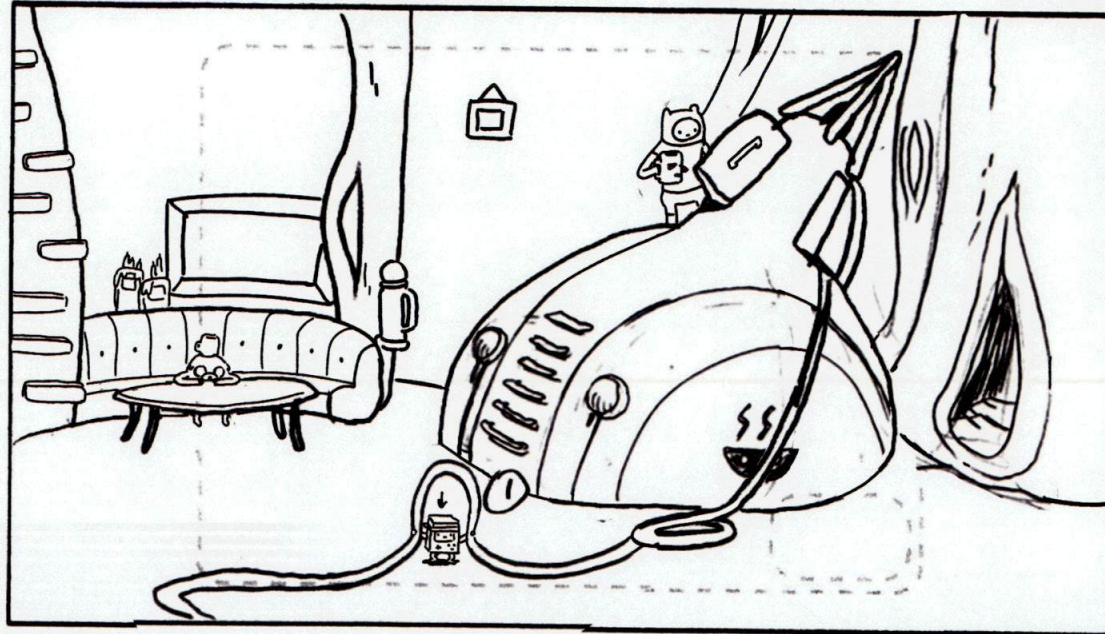
Page 57

Sc. 35

Pnl. A

Bg.

day night

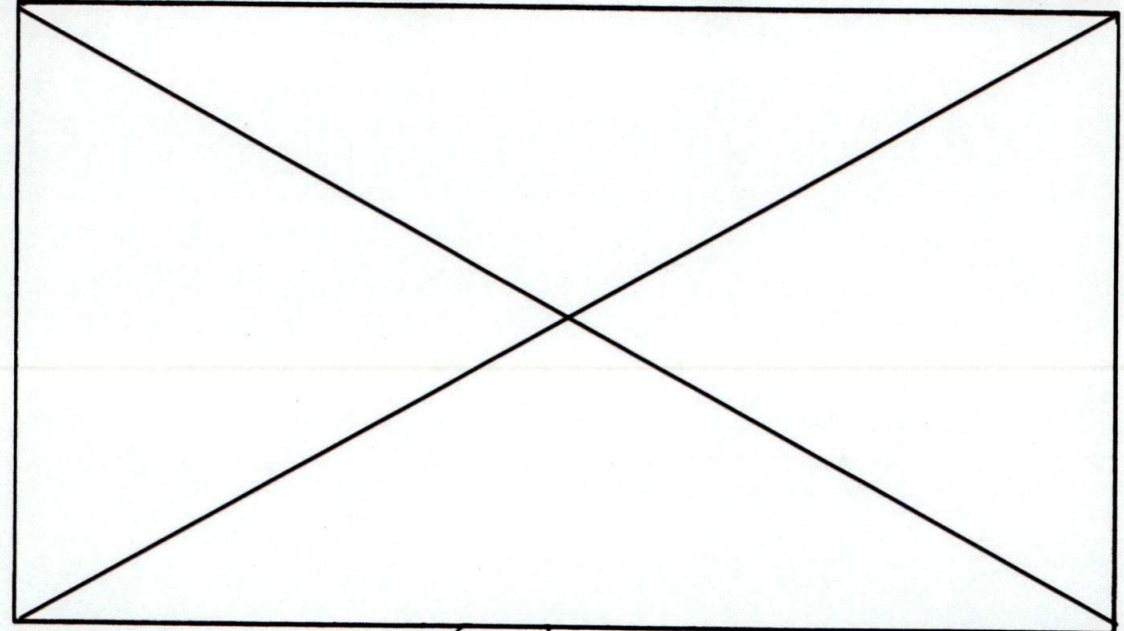


Sc.

Pnl.

Bg.

day night



Dialog:

F) I dunno

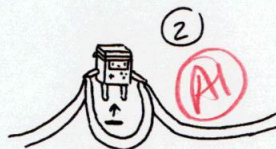


Action:

-BMO JUMPS ROPE W/ CORP.

AUG 18 2014

Timing:



-BMO JUMPROPE CYCLE
①, ②, ①, ②, etc.

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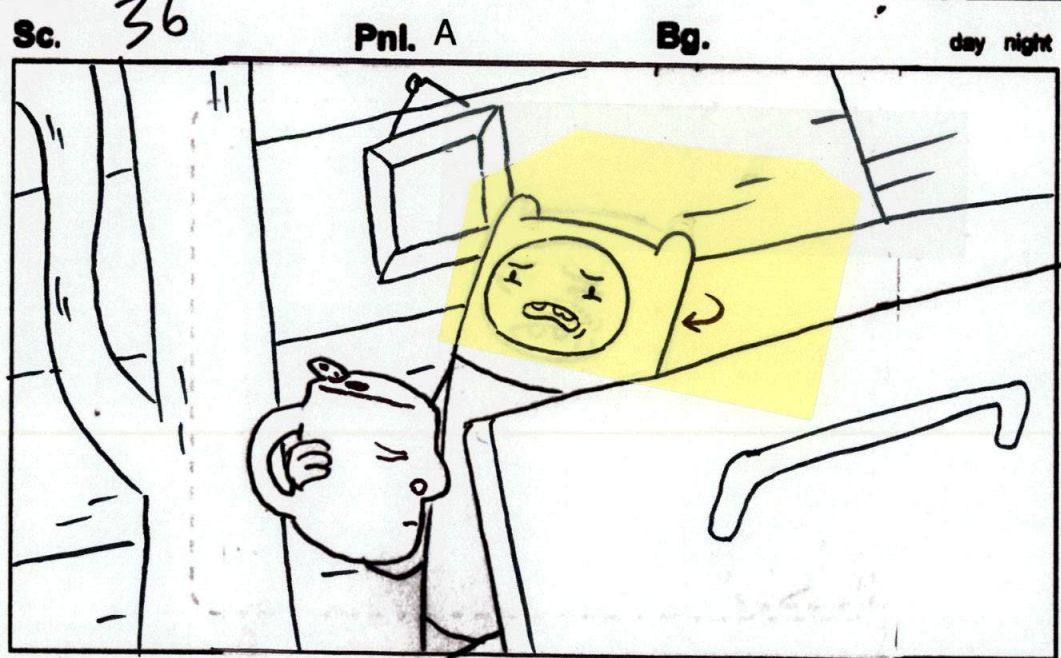
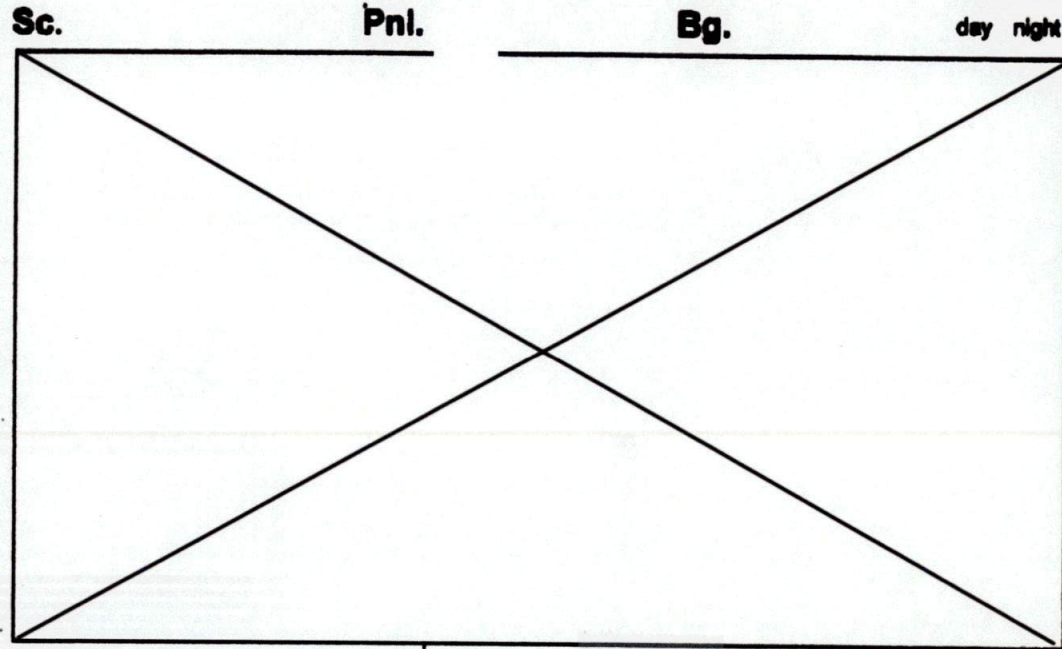
Production :

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ADVENTURE TIME



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<p>Dialogue:</p>		<p>Finn)-- Jermaine's always been kind of a dream hole.</p>
<p>Action:</p>		<p>AUG 1 8 2014</p>
<p>Timing:</p>		

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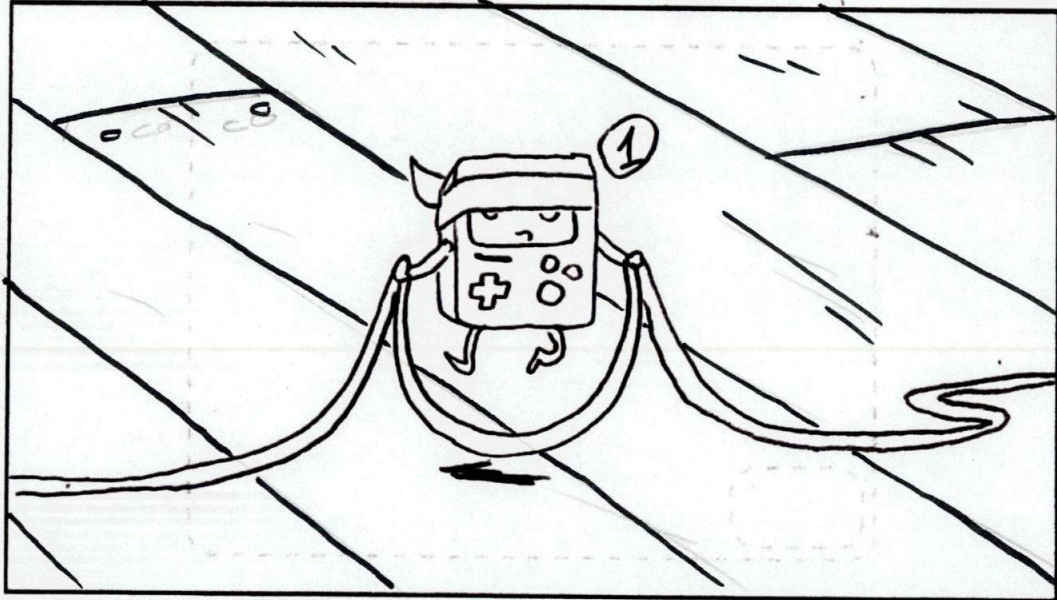
Page **59**

Sc. **37**

Pnl. **A**

Bg.

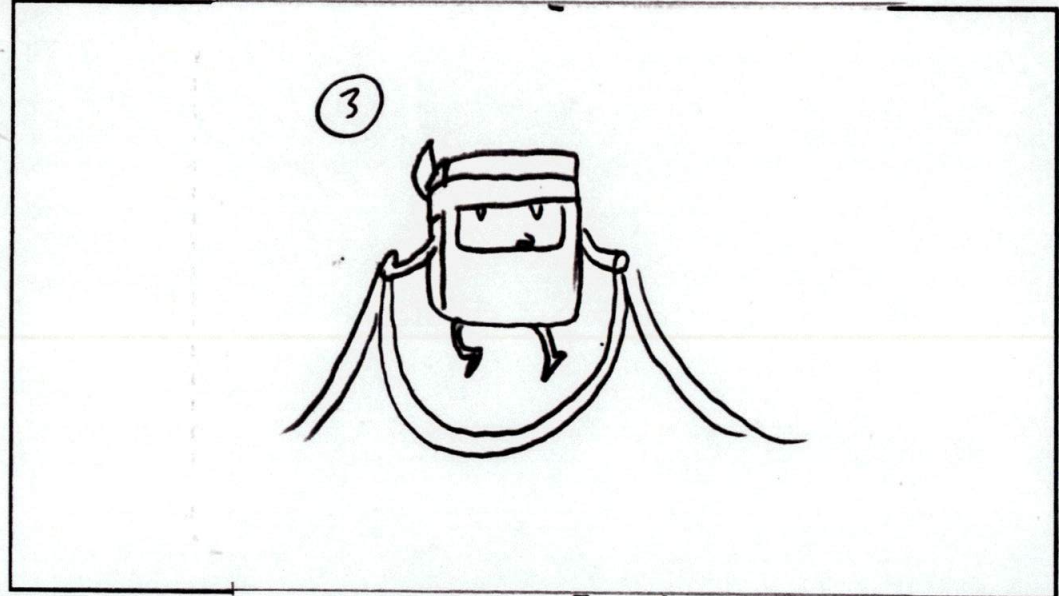
day night



Sc. **37 CONT** Pnl. **B**

B

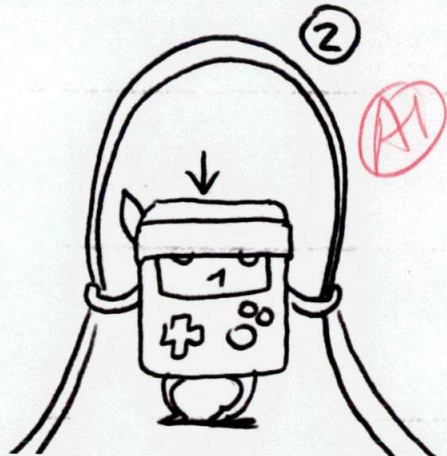
day night



Dialog:

Action:

Timing:



B: Woah.

AUG 1 8 2014

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ADVENTURE TIME



NO SC 39

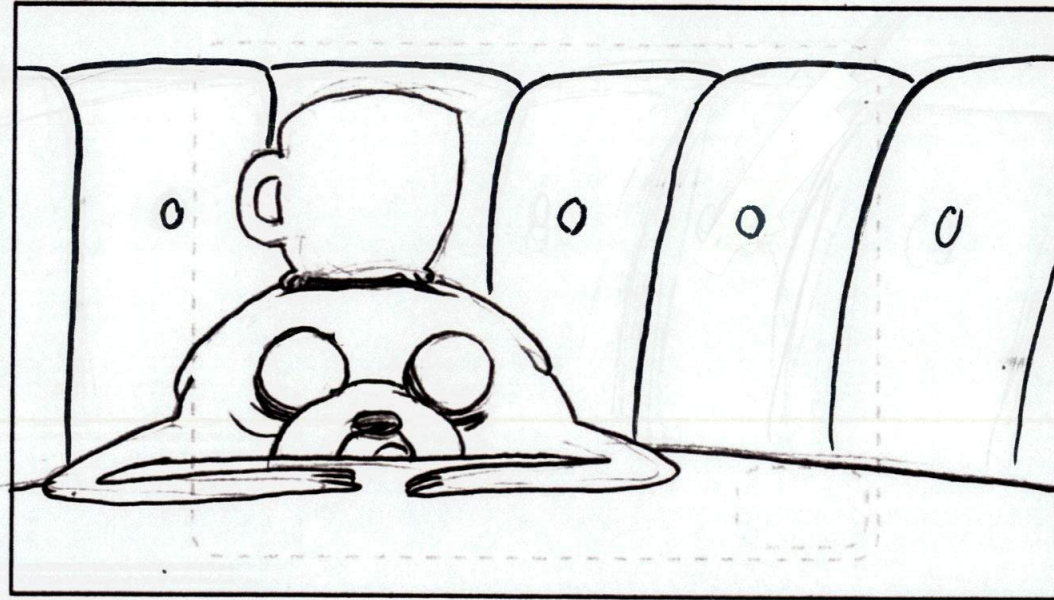
Page 60

Sc. 38

Pril. A

Bg.

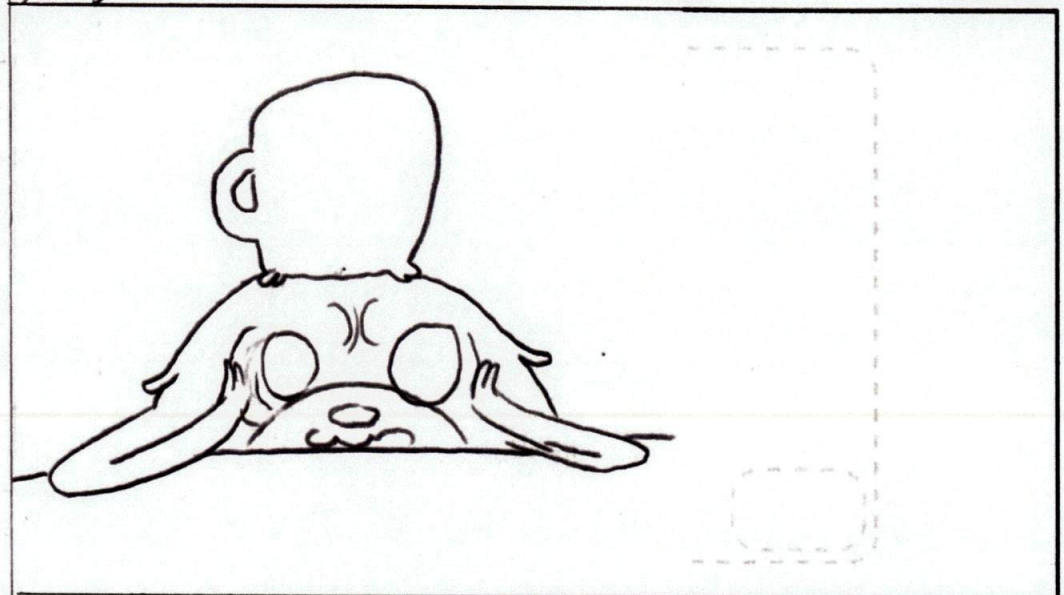
day night



Sc. 38 CONT Pril. B

Bg.

day night



Dialog:

J. We are all getting older...

J. WE SHOULD GO SEE HIM NOW.
OR WE MIGHT REGRET IT.

Action:

Timing:

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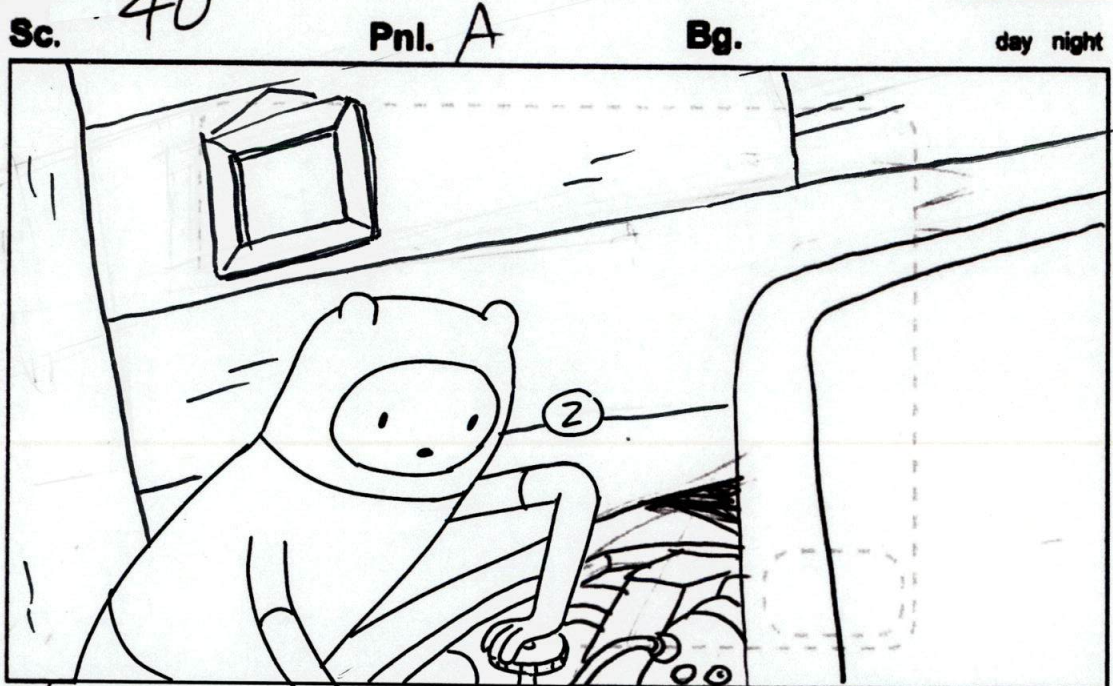
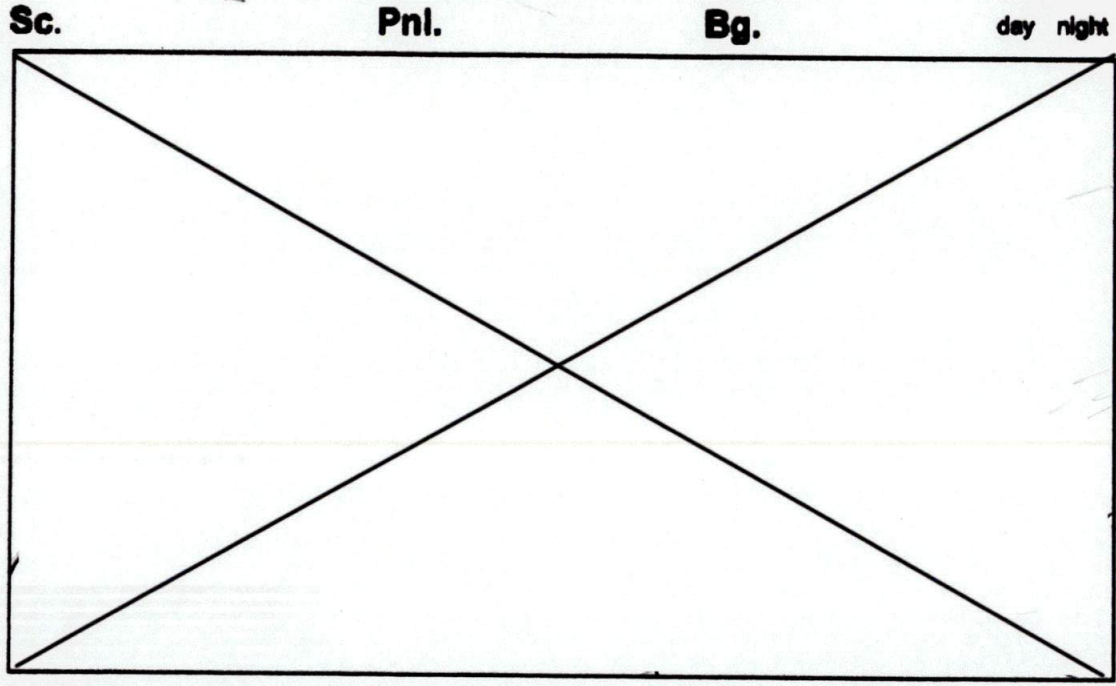
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ADVENTURE TIME



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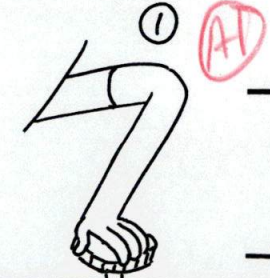
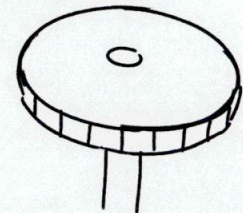


Dialog: F) EH, it's not a great time just this minute .

Action: - cycle ①, ②, ①, ②

Timing:

HANDLE REF:



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ADVENTURE TIME



Sc. 40 CONT Pnl. B

Bg.

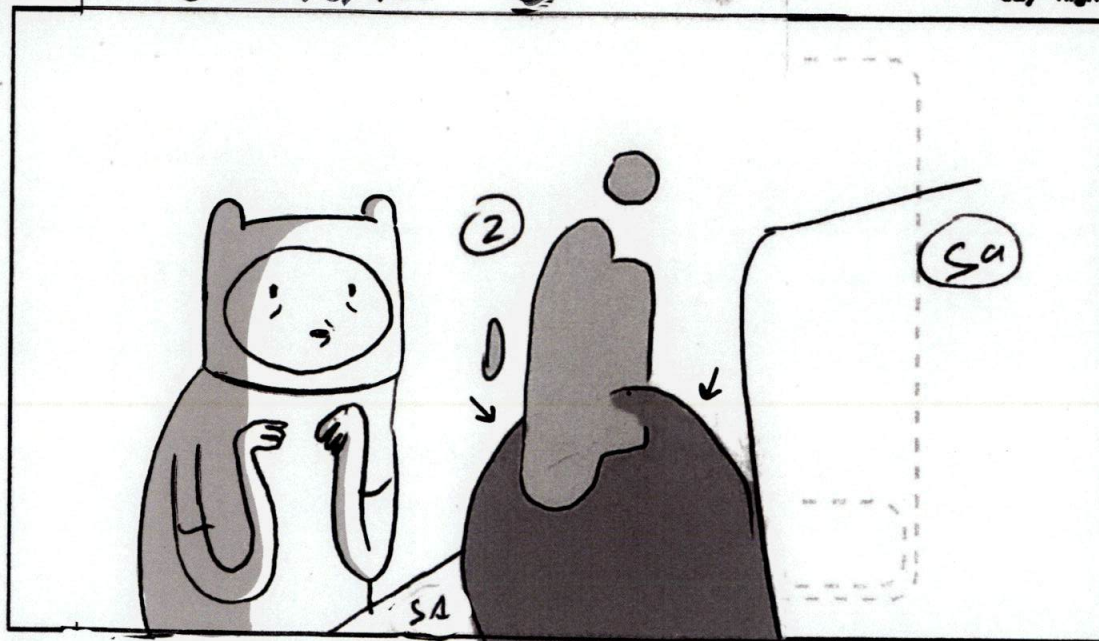
day night



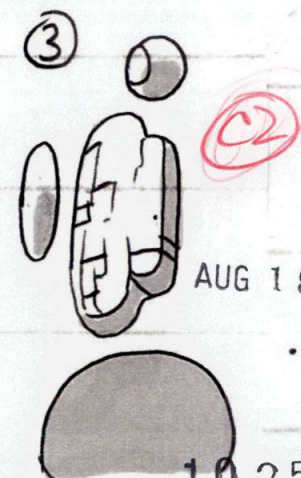
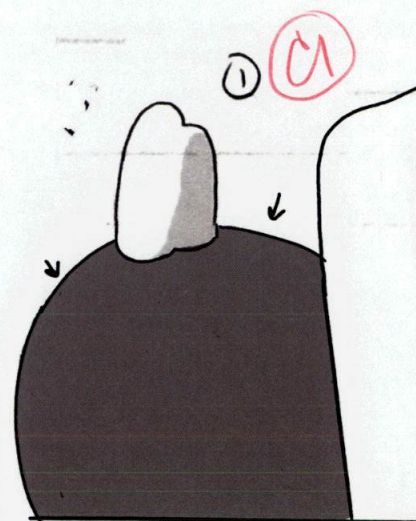
Sc. 40 CONT Pnl. E

Bg.

day night



Dialog:



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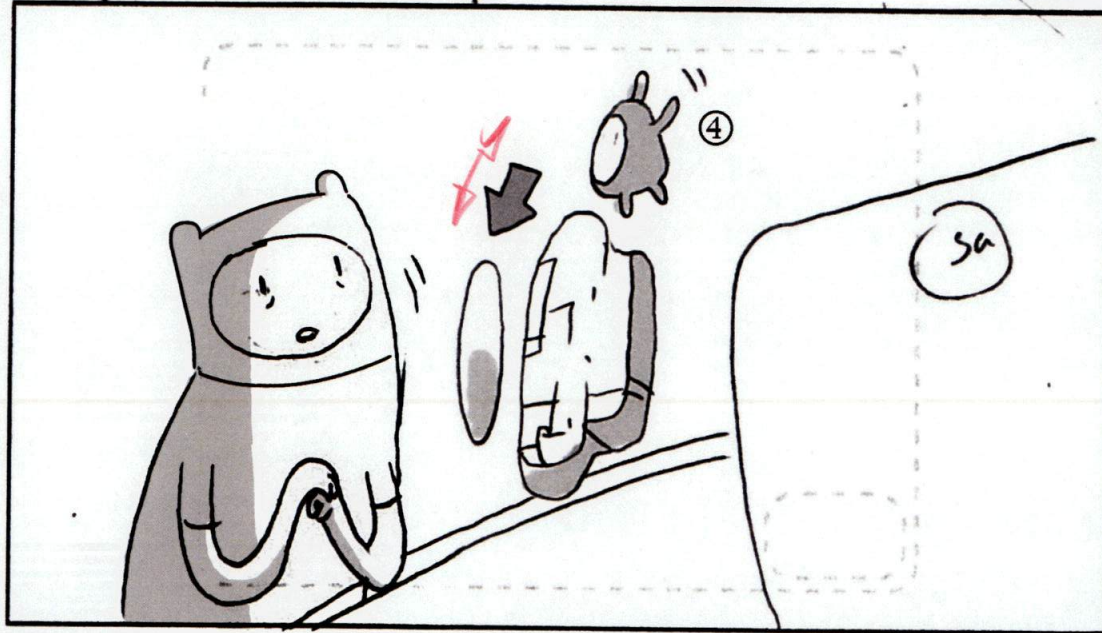


Page 63

Sc. 40 CONT Pnl. D

Bg.

day night

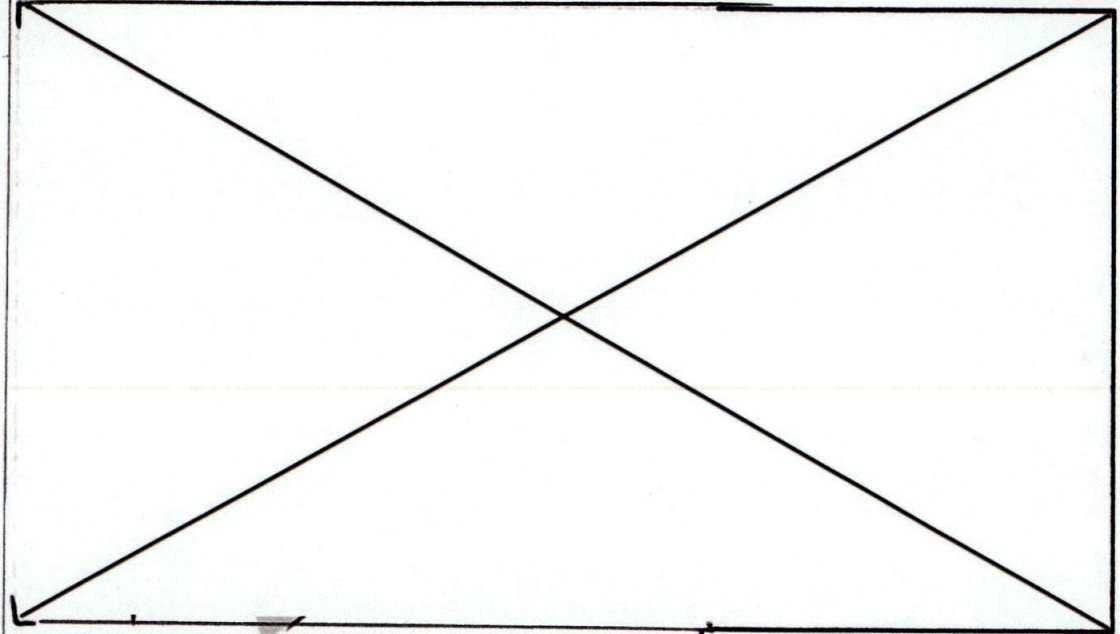


Sc.

Pnl.

Bg.

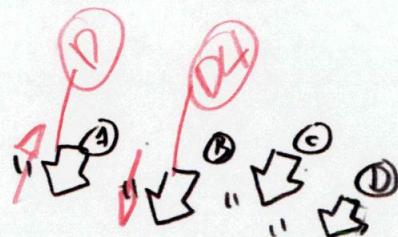
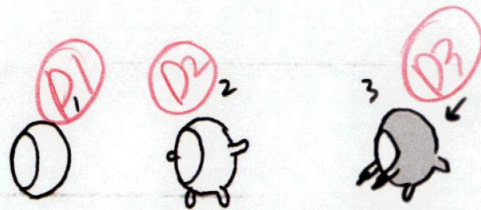
day night



Dialog:

Action:

Timing:



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ADVENTURE TIME



NO SC 42

Sc. 41

Pnl. A

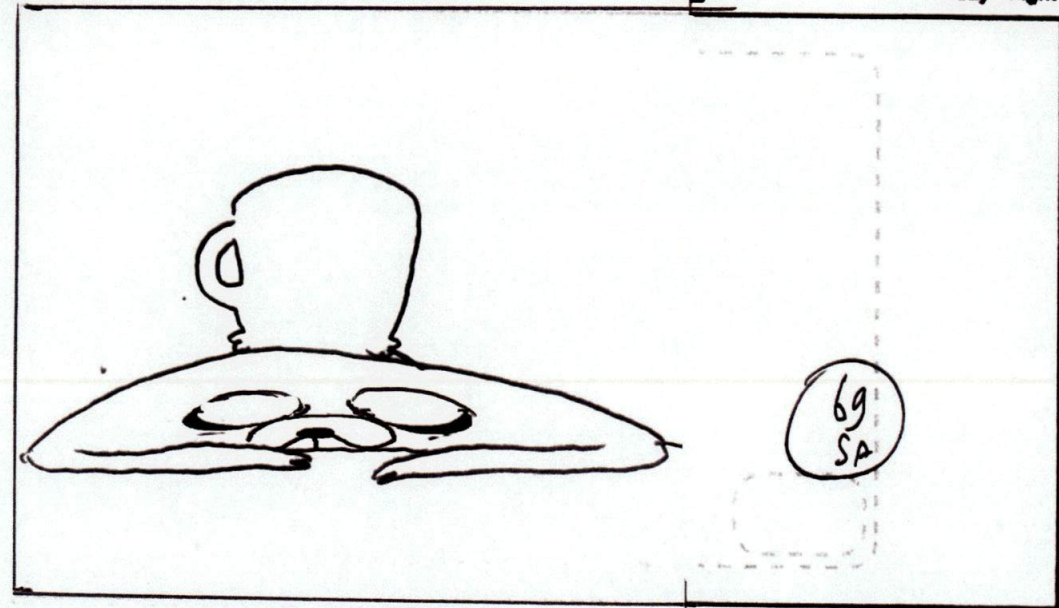
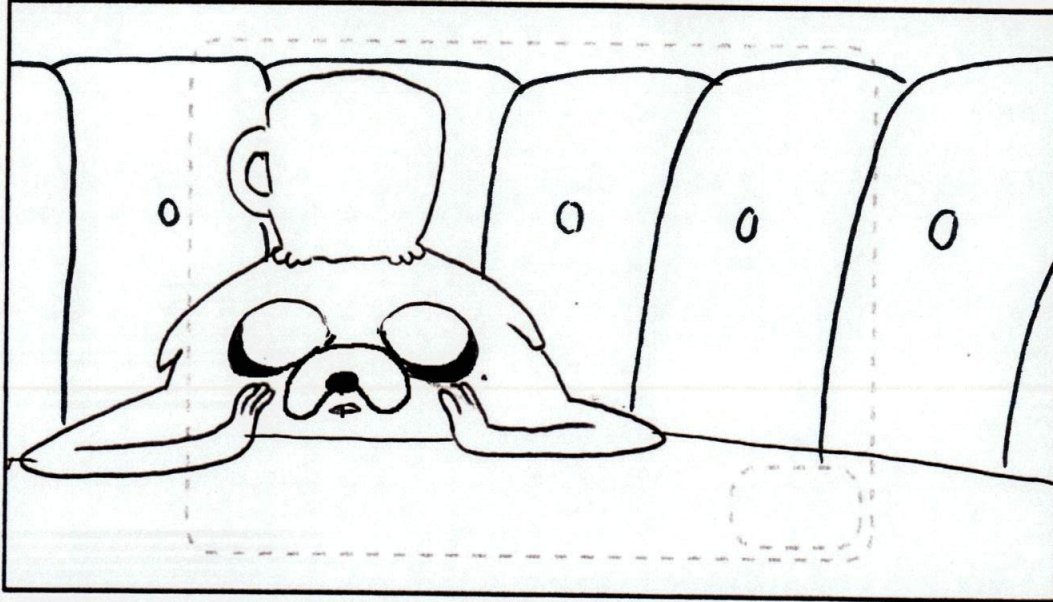
Bg.

day night

Sc. 41 CONT Pnl. B

Bg.

Page 64
No PGS 65-66
day night



Dialog:

Jake)-- Regret,

Action:

-J. SINKS.

AUG 18 2014

Timing:

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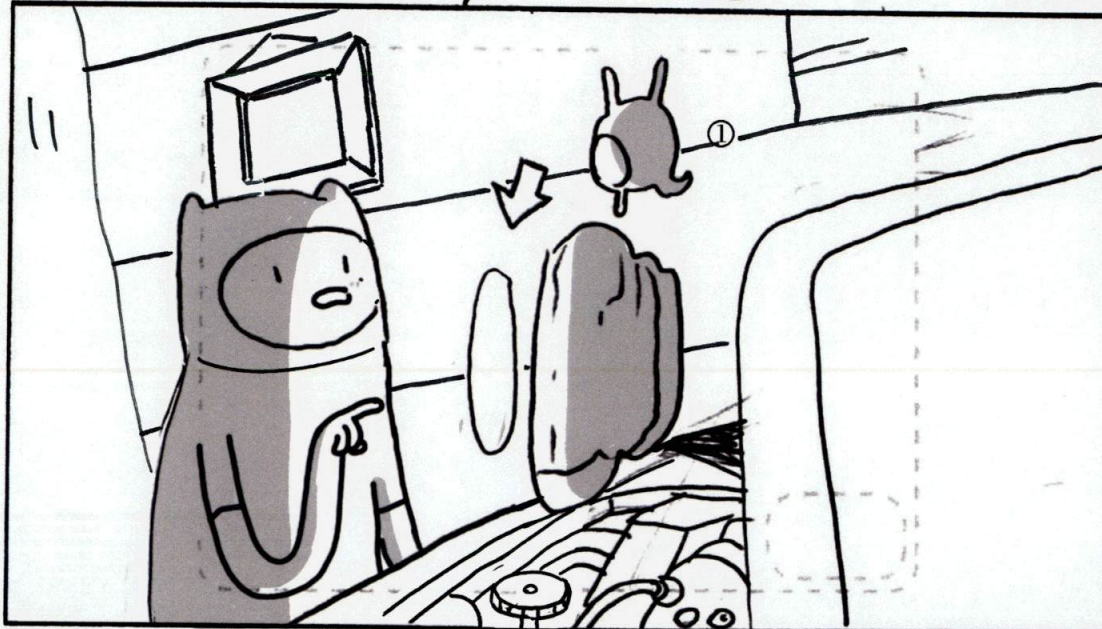


Sc. 43

Pnl. A

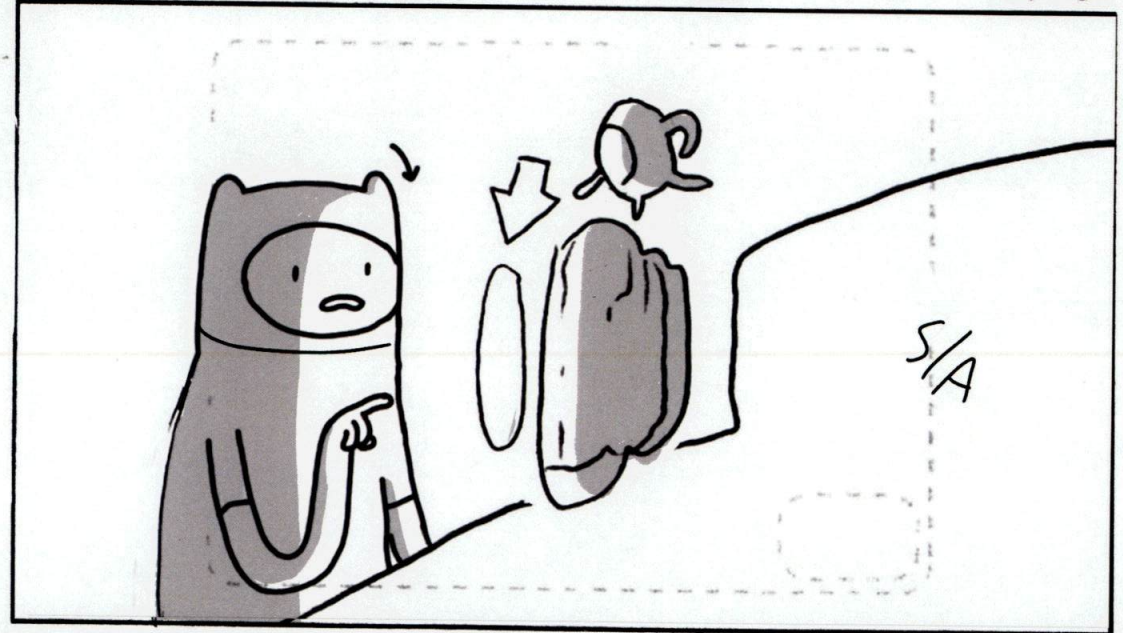
Bg.

day night



Sc. 43 CONT Pnl. B

Bg.



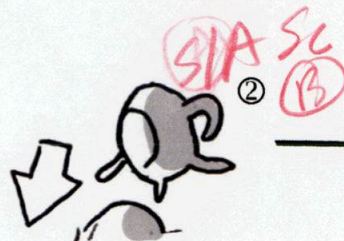
Page 67
UTANEXT
day night

Dialog:

F/ Trying to figure this deal out.

Action:

Timing:



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ADVENTURE TIME



Sc. ~~43~~ CONT Pnl. C

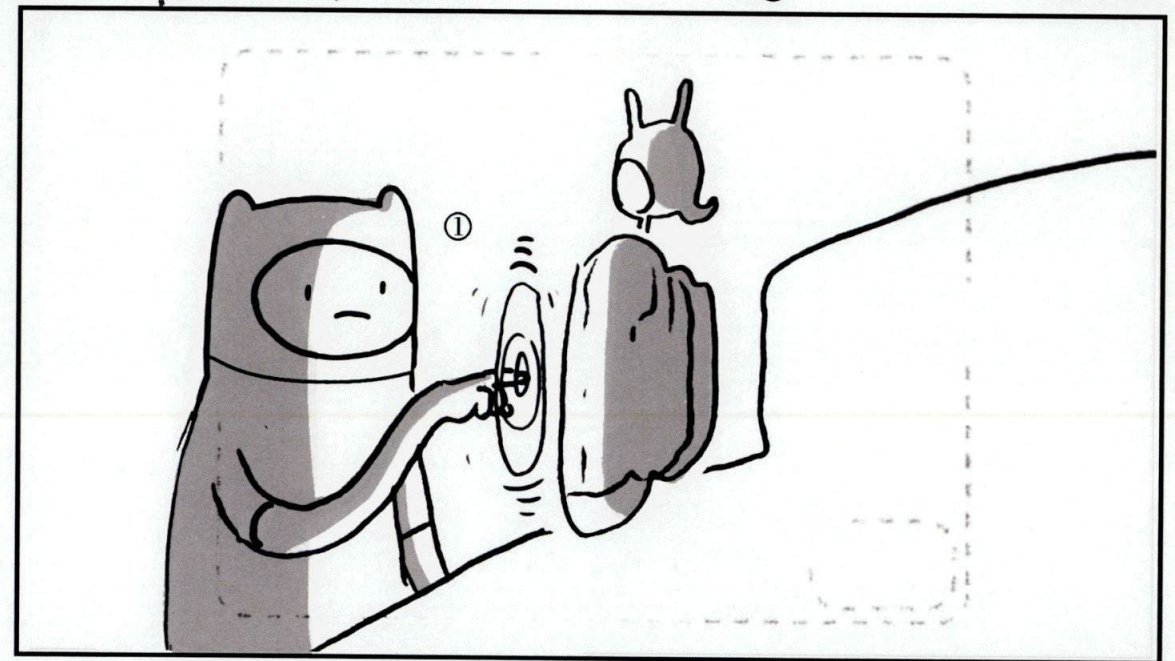
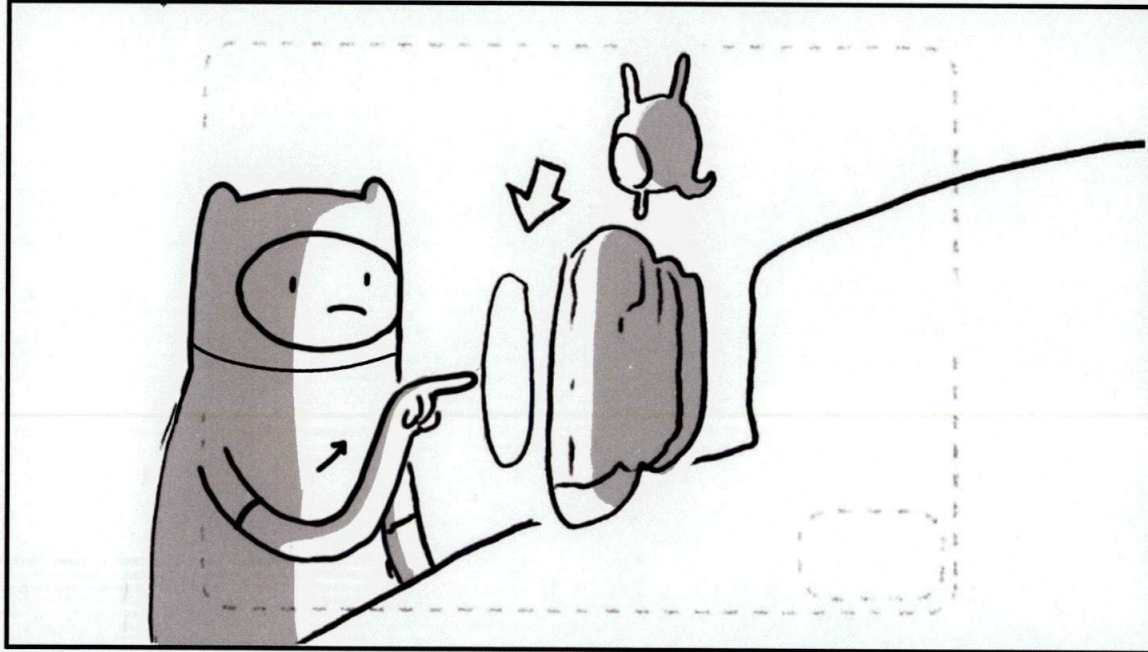
Bg.

day night

Sc. ~~43~~ CONT Pnl. D

Bg.

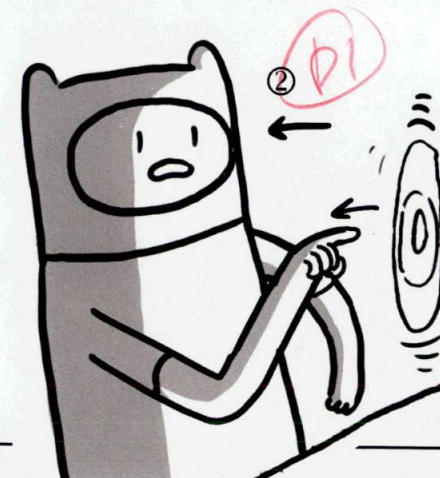
Page 67A
~~UB~~ NEXT
day night



Dialog:

Action:

Timing:



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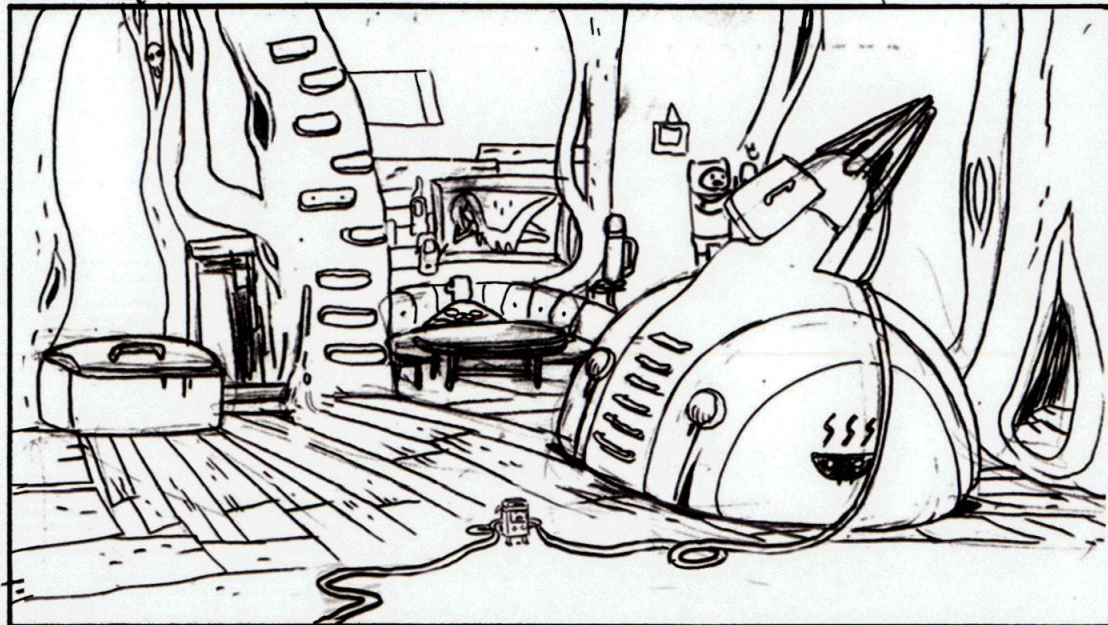


Sc. 44

Pnl. A

Bg.

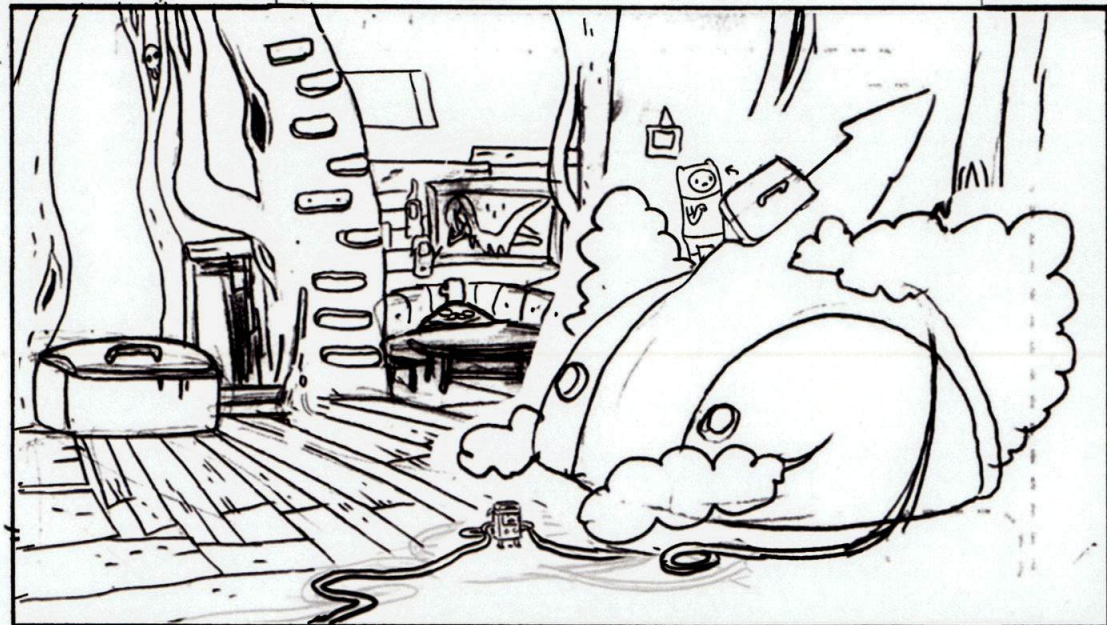
day night



Sc. 44 CONT Pnl. B

19

Page 68
68A NEXT
day night



Dialog:

SFX: * KSHHH *

Action:

Smoke comes out of the rocket
filling the room

AUG 18 2011

Timing:

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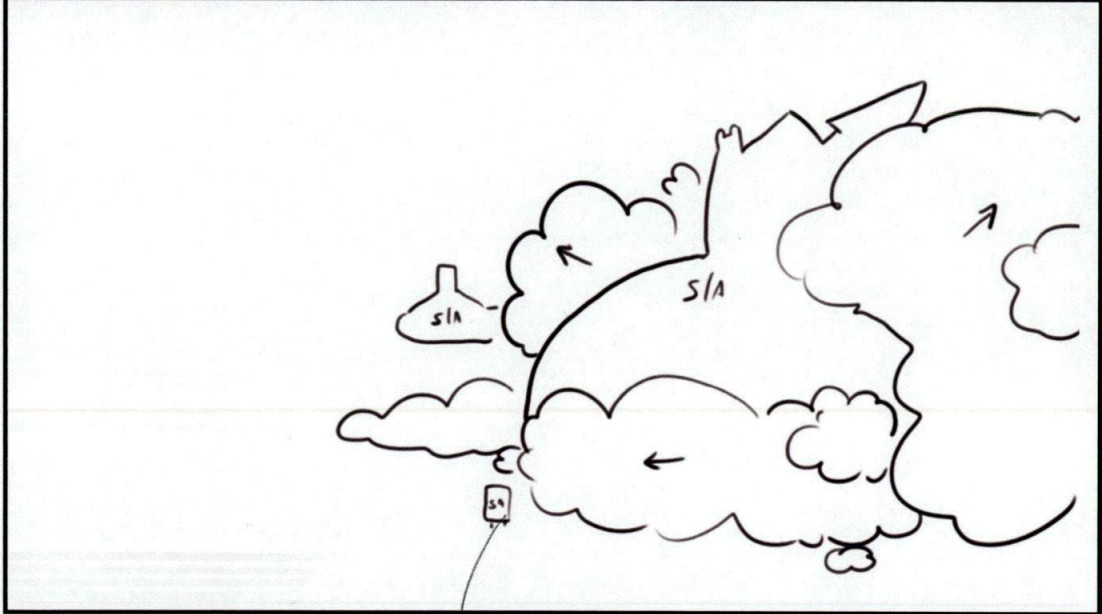


Sc. 44 *CONT*

Pnl. C

Bg.

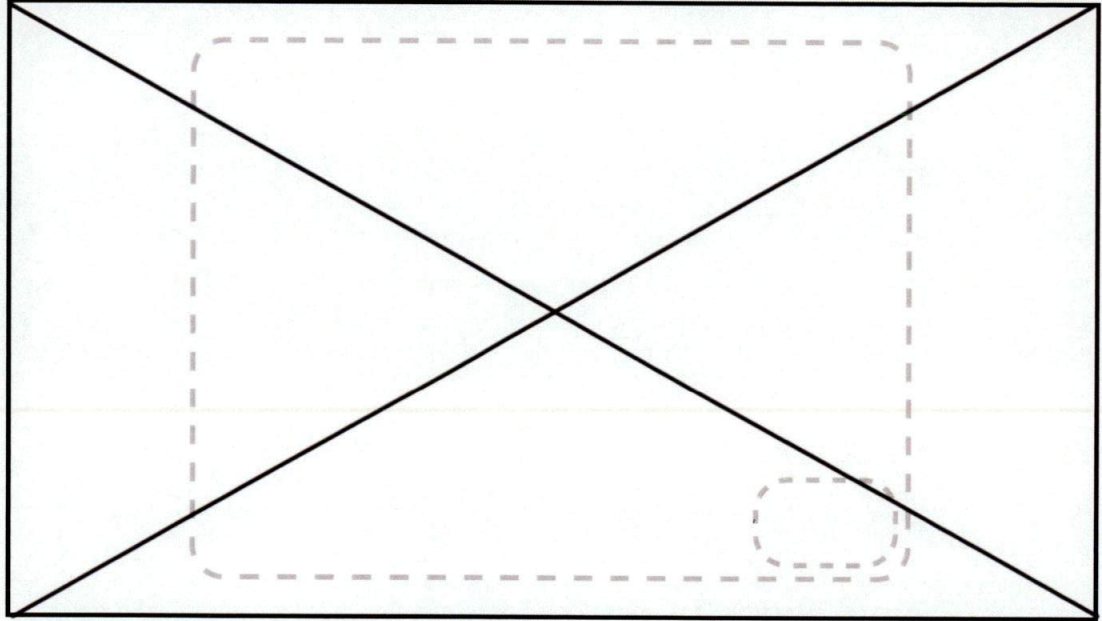
day night



Sc.

Pnl.

Bg.



Page 68A

69 NEXT
day night

Dialog:
<i>S/A pose (A) SC 45.</i>
Action:
Timing:

AUG 18 2014

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Production:

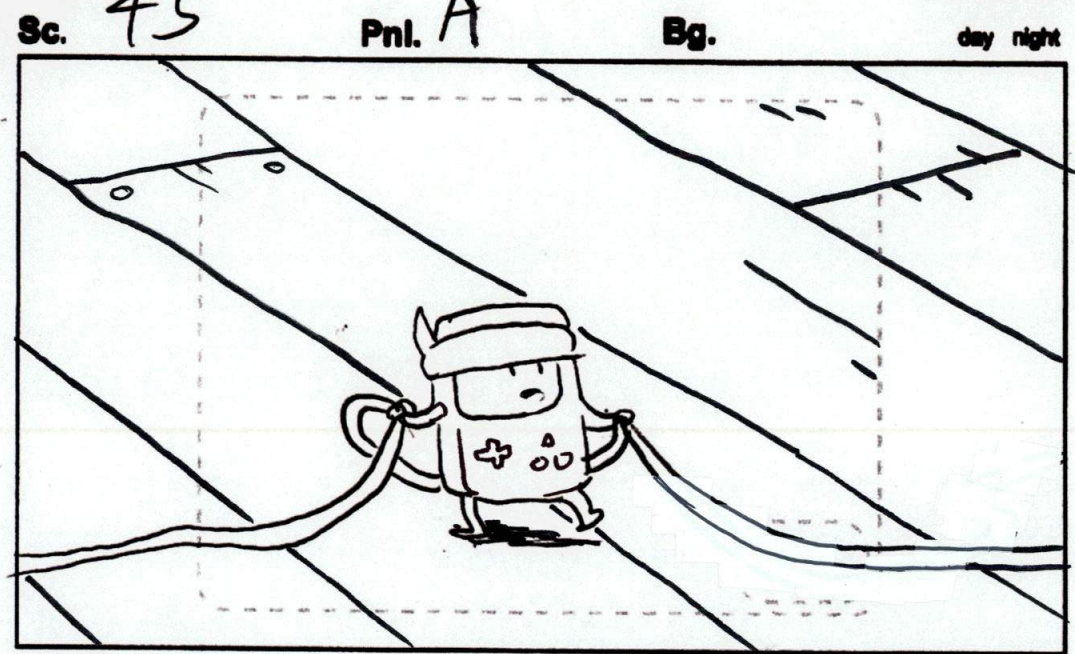
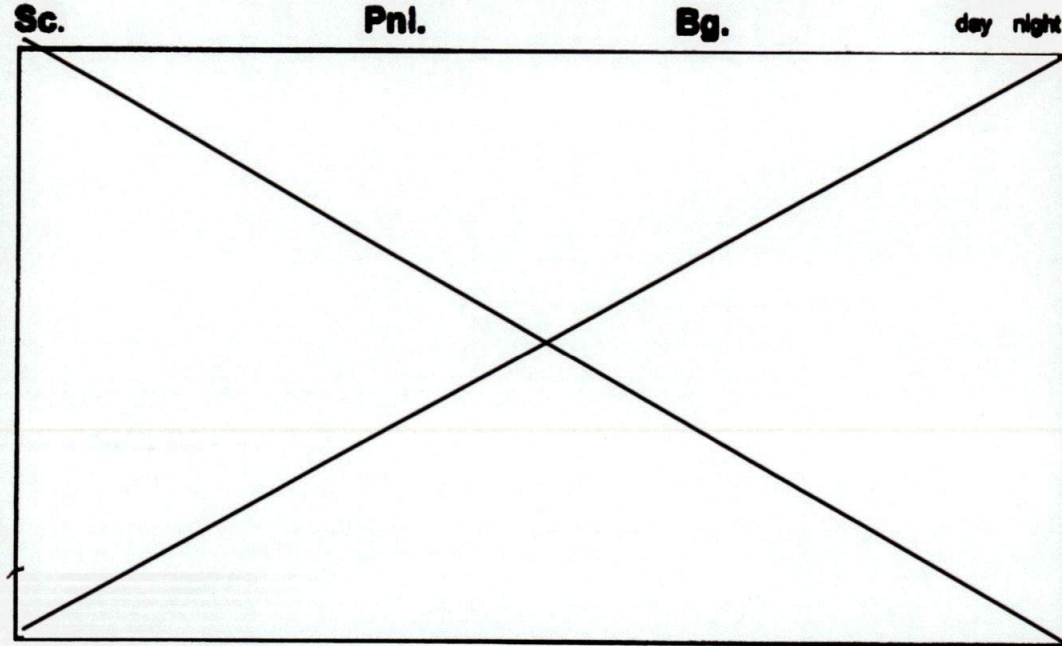
1025/192

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ADVENTURE TIME



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Dialog:

Action:

Timing:

- BMO STOPS

- SMOKES COMES ON/S AUG 18 2014

AI

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Production :

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1025/192

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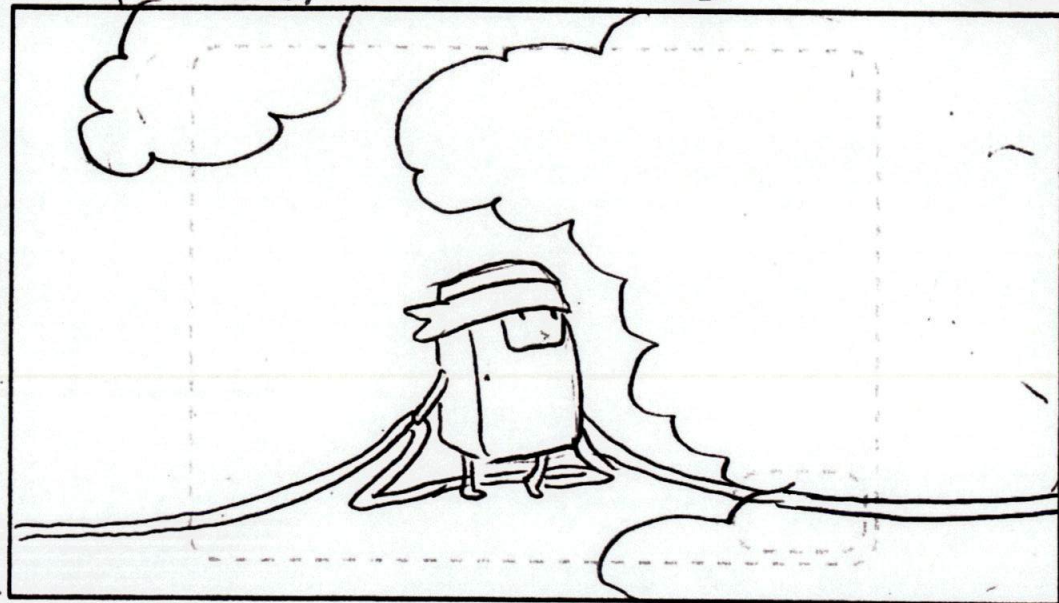


Page 70

Sc. 45 CONT Pnl. B

Bg.

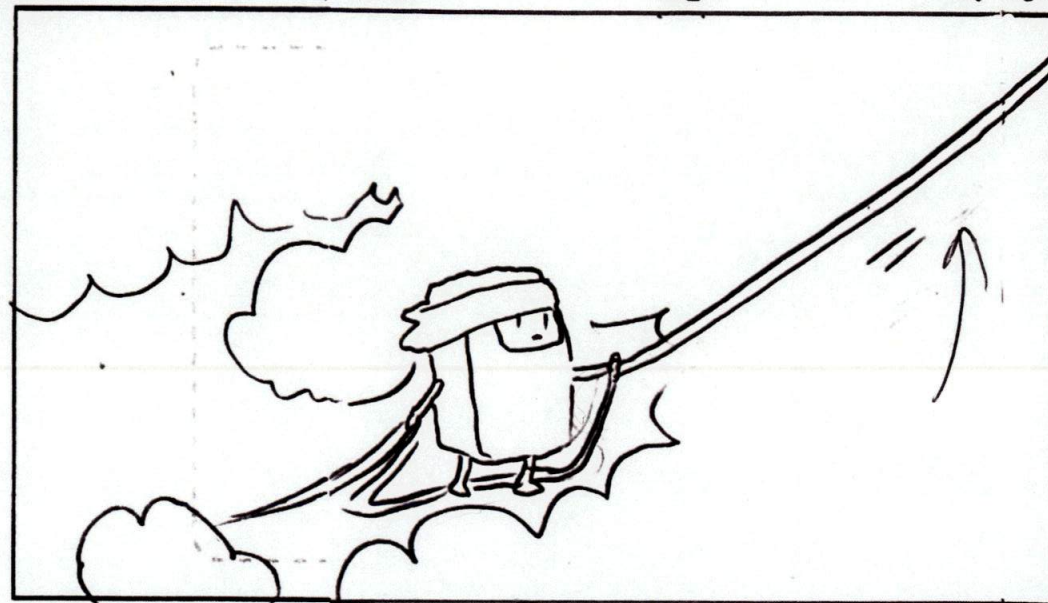
day night



Sc. 45 CONT Pnl. C

Bg.

day night



Dialog:

Action:

- CARD - GOES UPWARD

AUG 18 2014

Timing:

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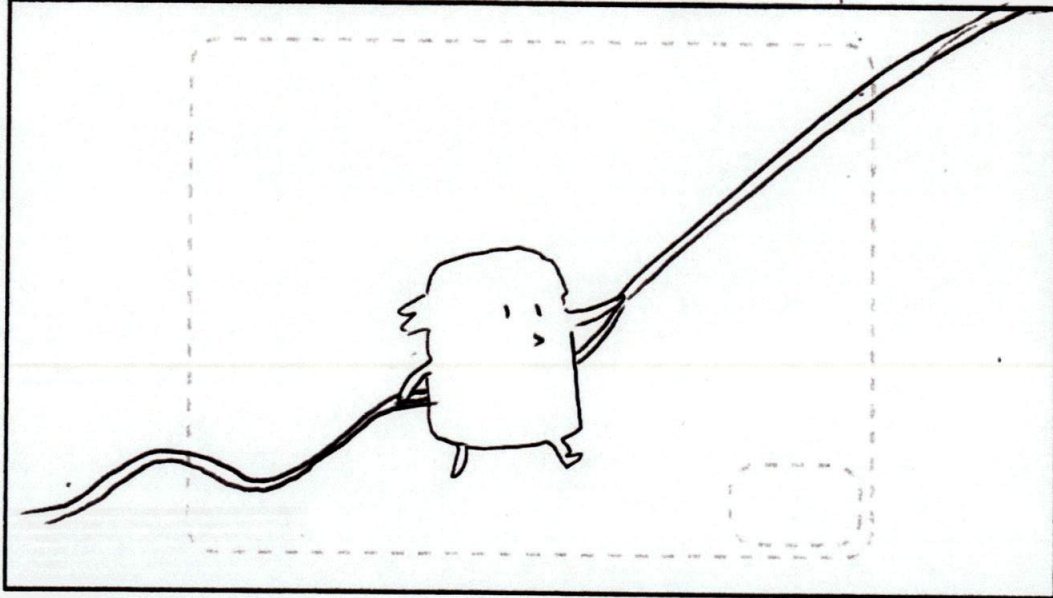
ADVENTURE TIME



Sc. 45 CONT Pnl. D

Bg.

day night



Sc. 45 CONT Pnl. E

Bg.

day night



Page 71
TIA NEXT

Dialog:

BMO: WAOOAH!

Action:

~The wire from the
rocket pulls tight flipping BMO

Timing:

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ADVENTURE TIME



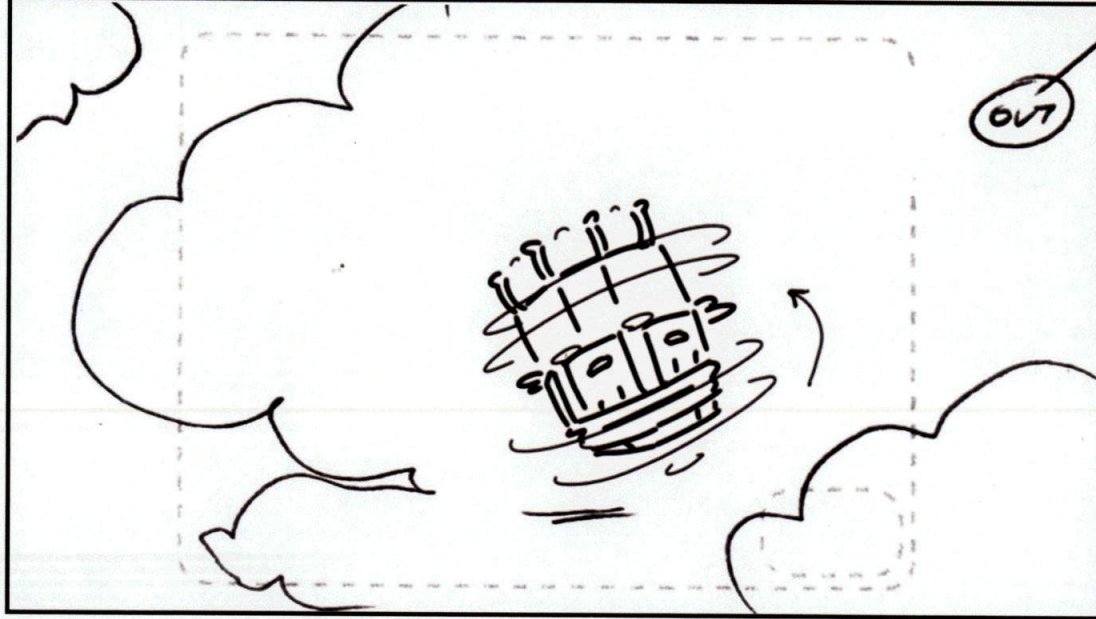
Page 71A
TIDNEX
day night

Sc. 45 *CONT*

Pnl. F

Bg.

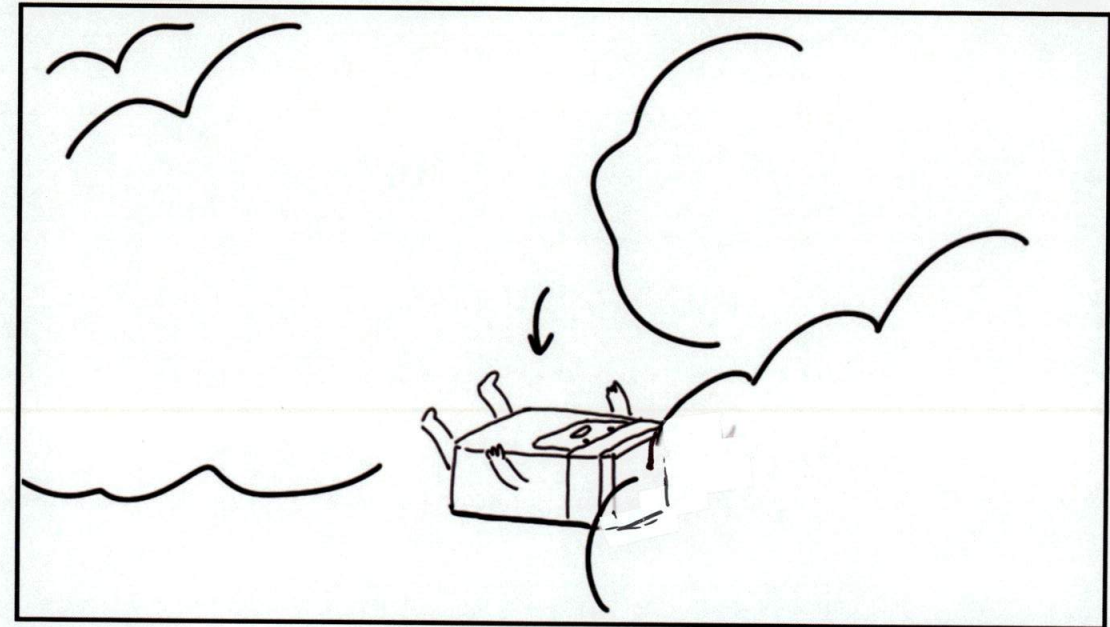
day night



Sc. 45 *CONT*

Pnl. G

Bg.



Dialog:

Action:

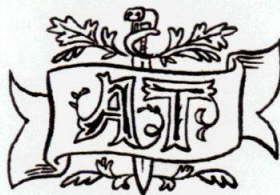
Timing:

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Production:

ADVENTURE TIME



Page 71B

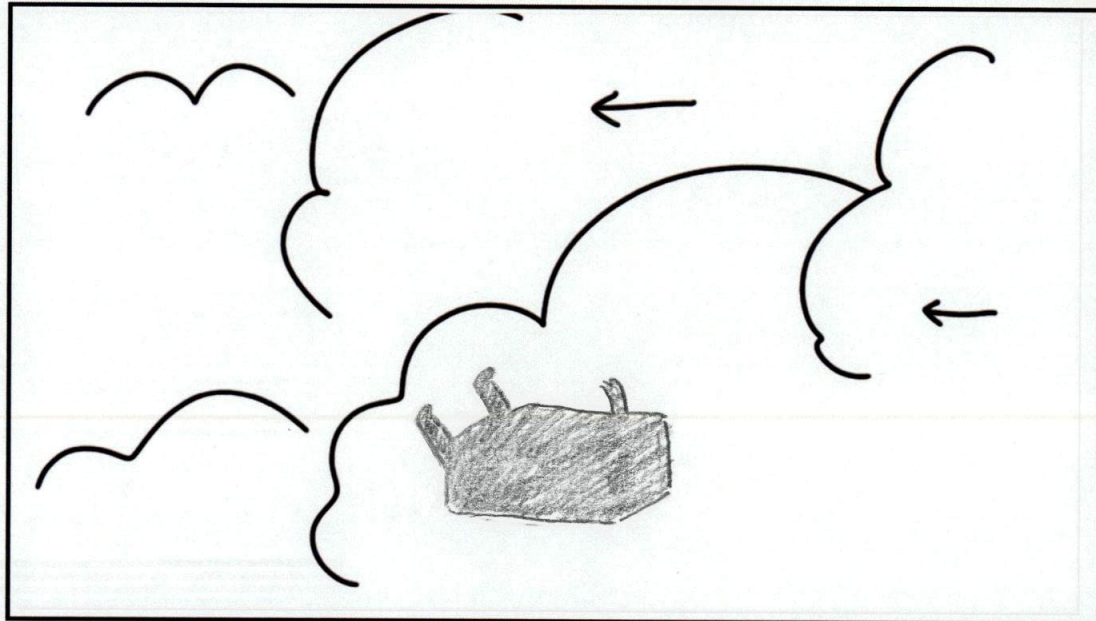
78 NEXT
day night

Sc. 45 *CONT*

Pnl. H

Bg.

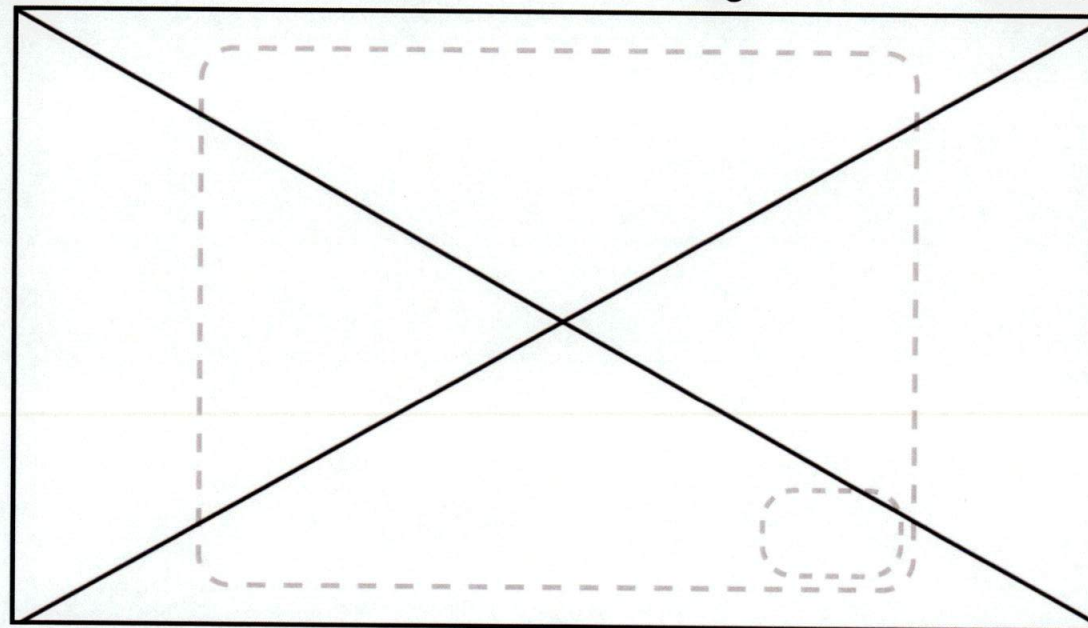
day night



Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

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Production:

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1025/192

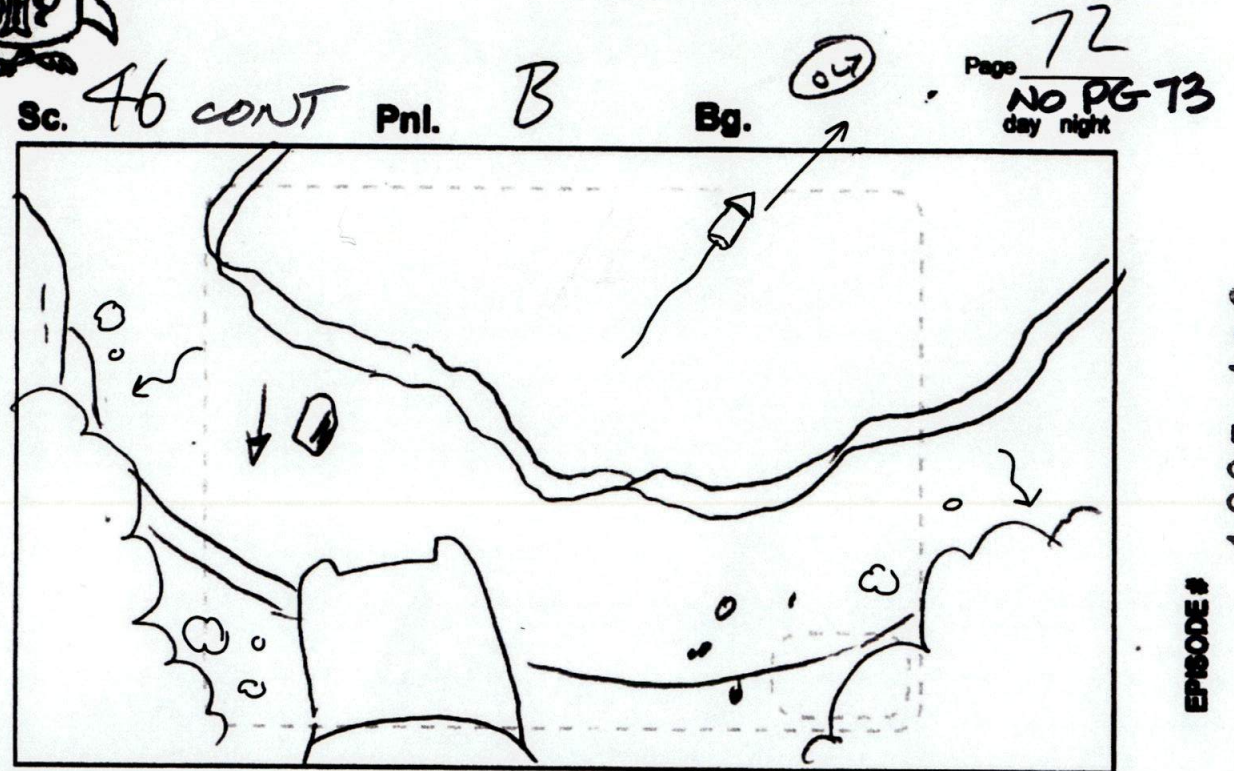
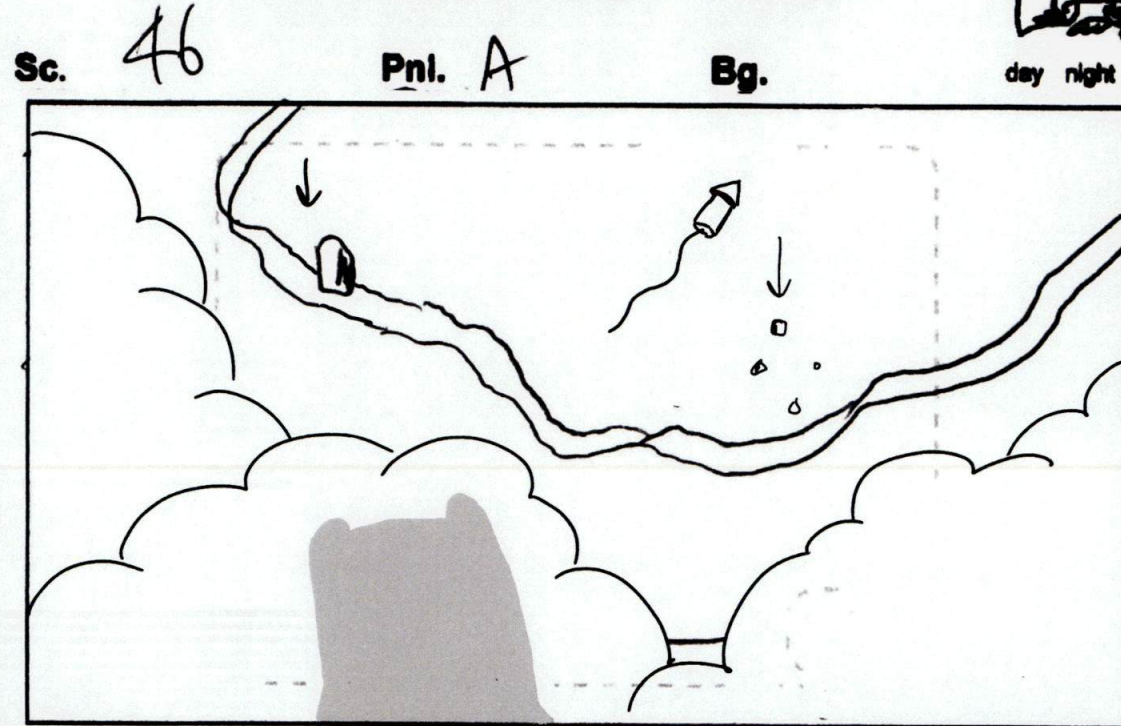
1025/192

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ADVENTURE TIME



NO SC 47



Dialog:

Rocket/arrow launches through the roof

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ADVENTURE TIME

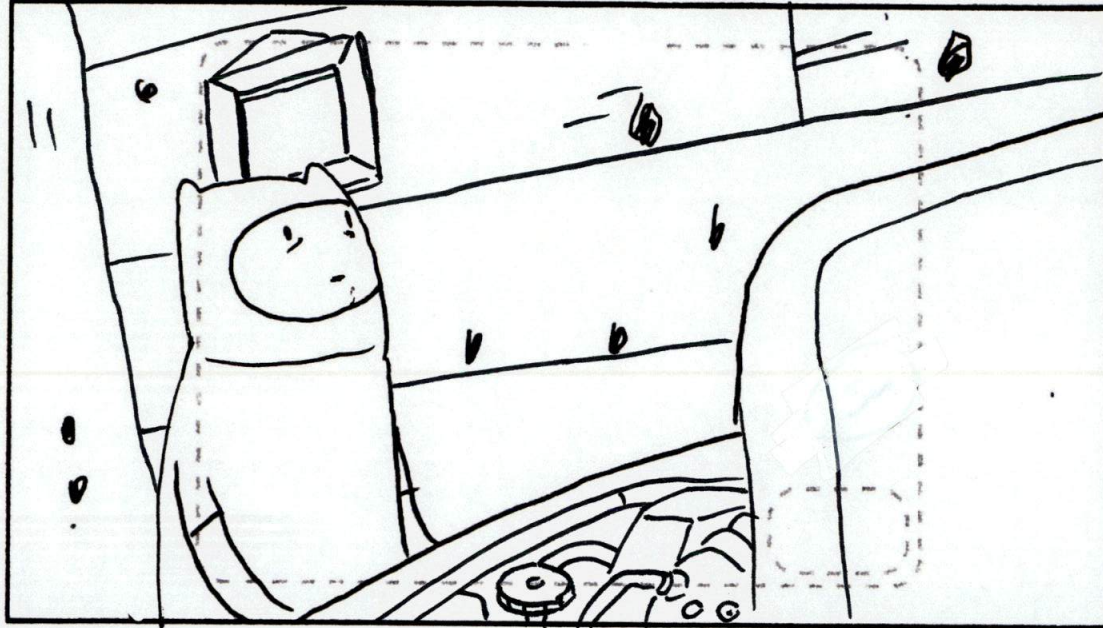


Sc. 48

Pnl. A

Bg.

day night

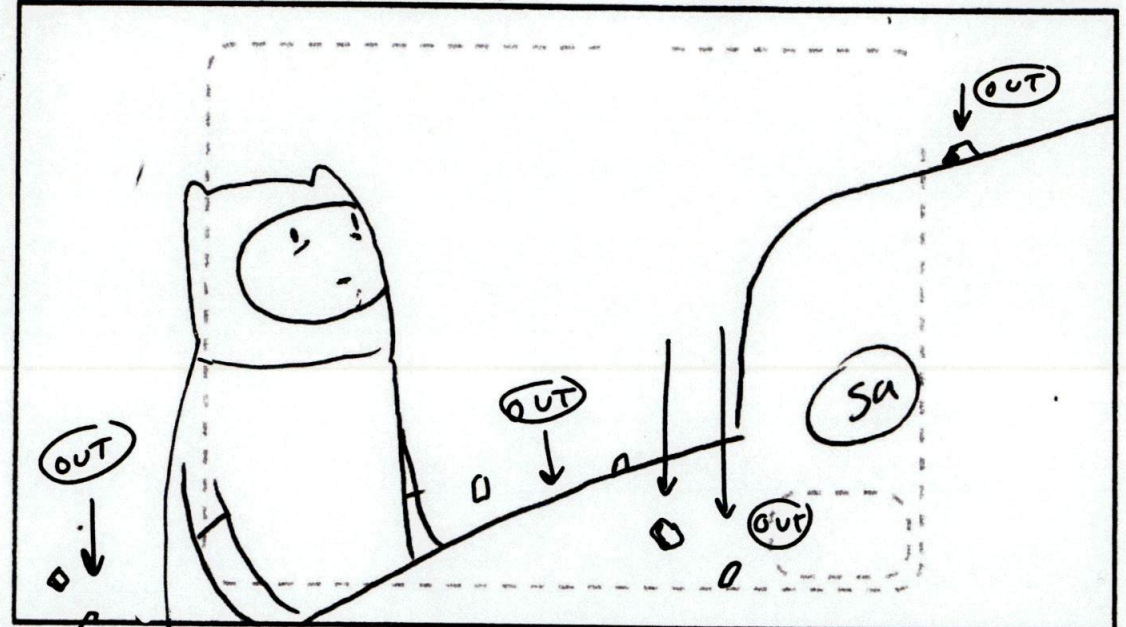


Sc. 48 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

parts from the celing fall

Timing:

AUG 1 8 2014

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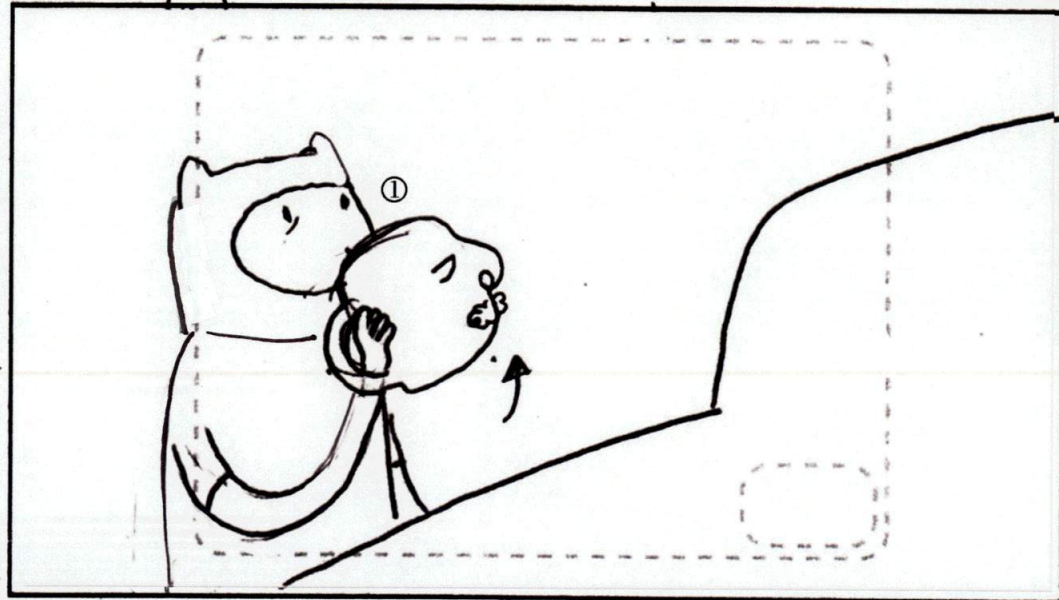


Page 75

Sc. 48 CONT Pnl. B

Bg.

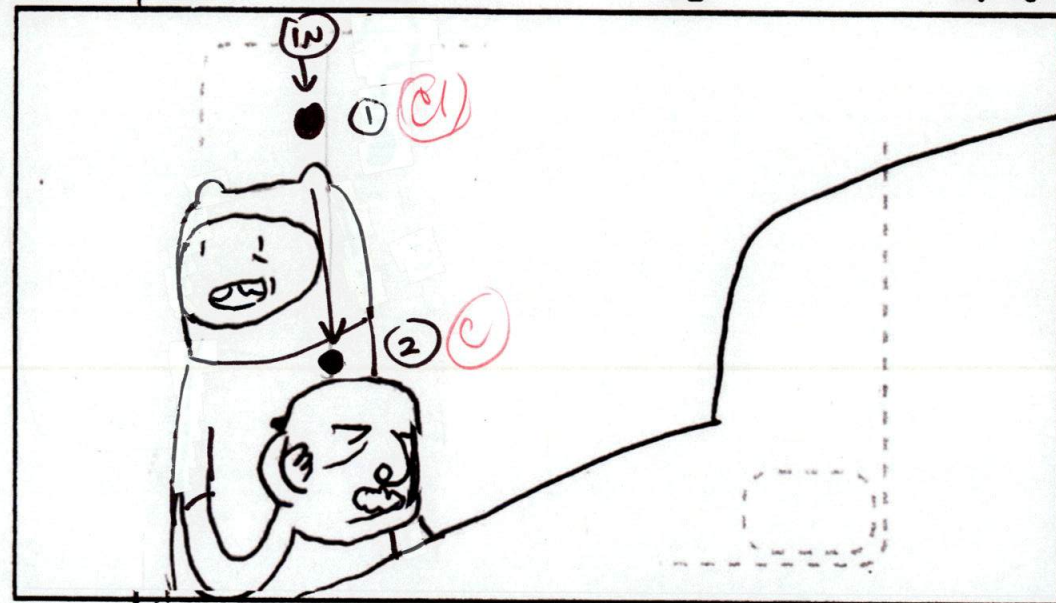
day night



Sc. 48 CONT Pnl. C

Bg.

day night

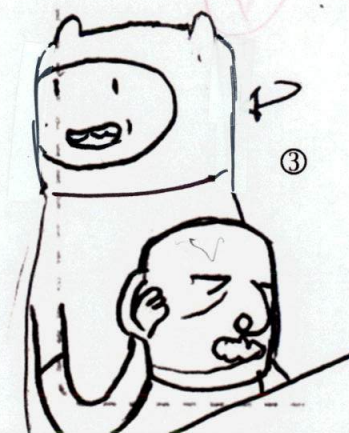
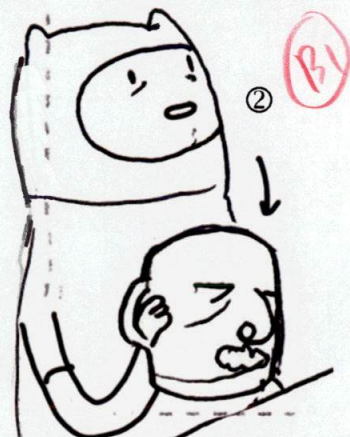


Dialog:

F: sip [sigh]

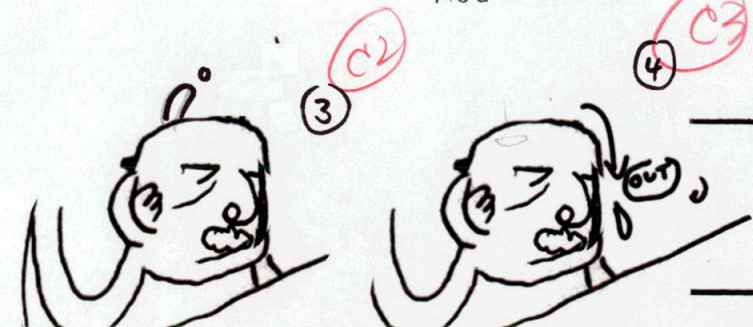
Action:

Timing:



F: ok, lets go see Jermaine.

Debre Falls into opening IN cave
AUG 18 2014



Production :

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ADVENTURE TIME

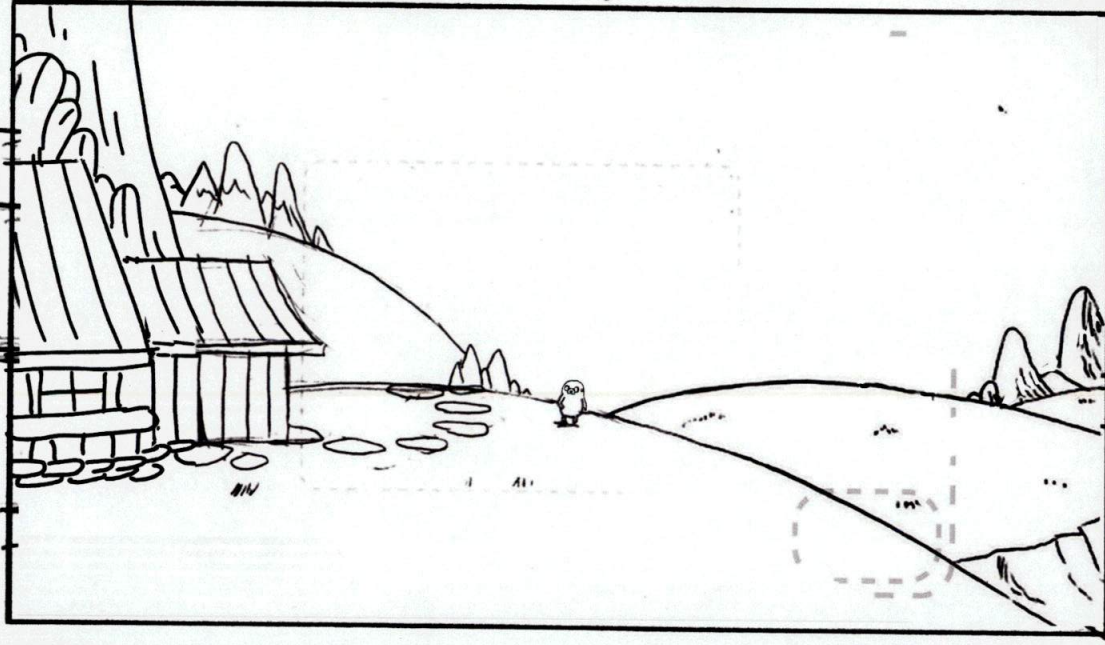


Sc. 49

Prnt. A

Bg.

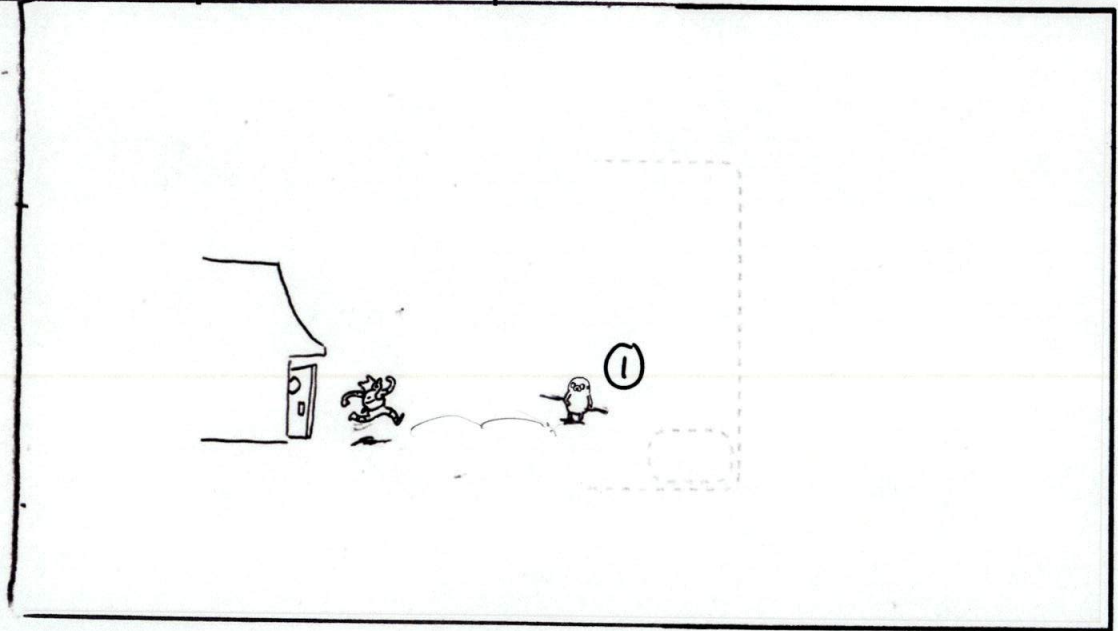
day night



49 CONT. B

Bg.

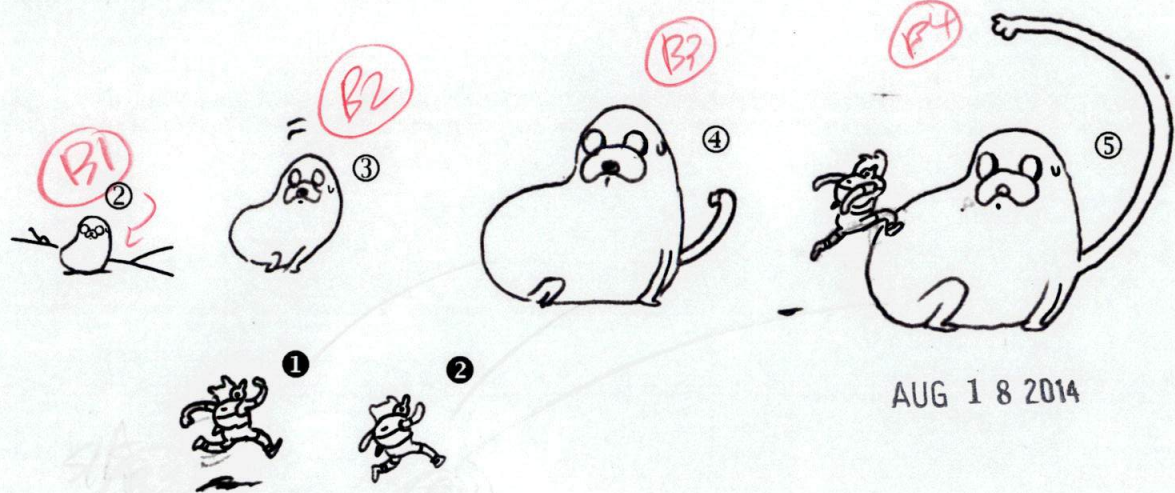
day night



Dialog:

Action:

Timing:



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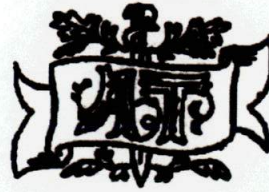
Production :

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ADVENTURE TIME

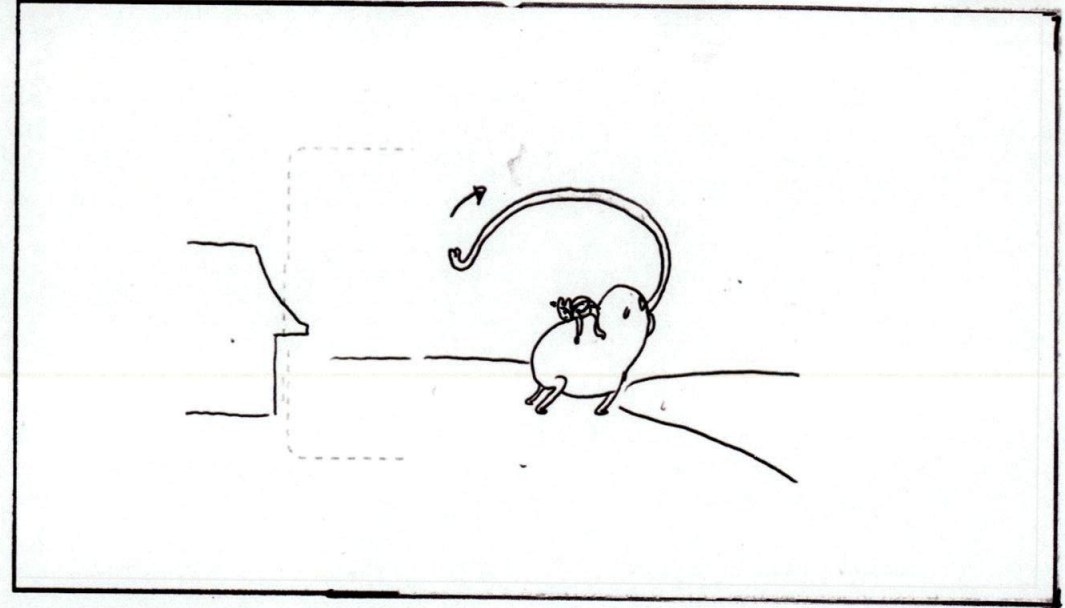
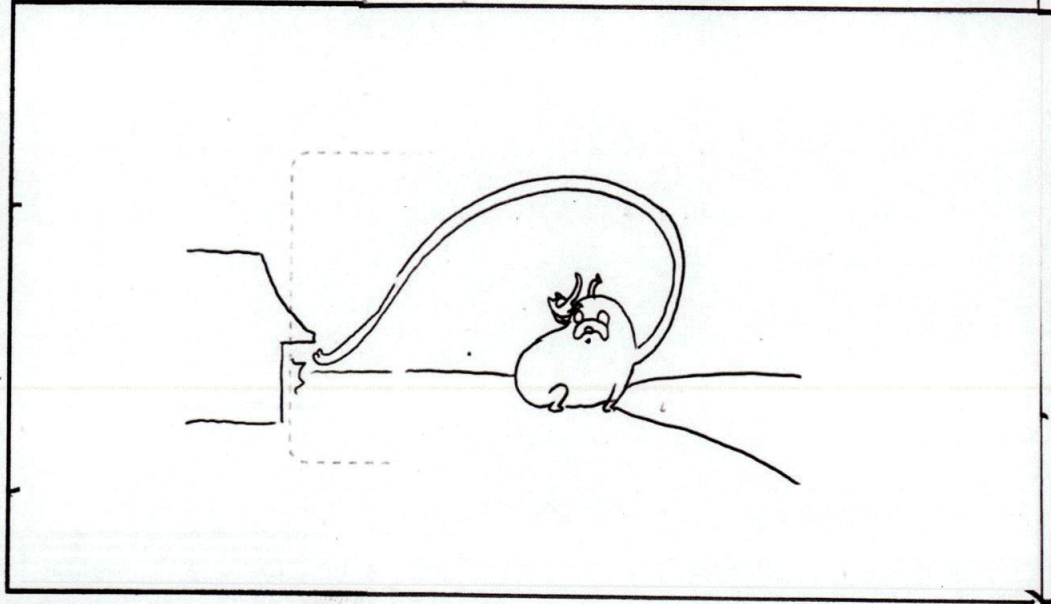


Sc. 49 CONT Pnl. C Bg.

day night

Sc. 49 CONT Pnl. D Bg.

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day night

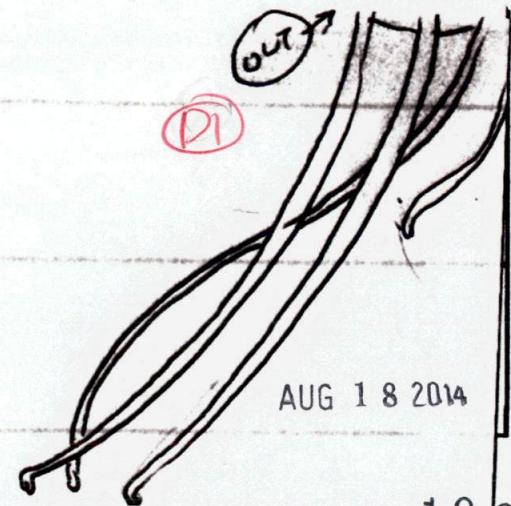


Dialog:

SFX: SLAM

Action:

Timing:



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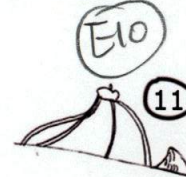
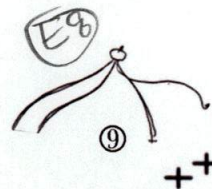
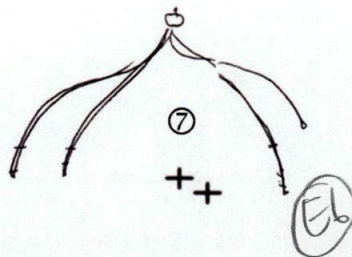
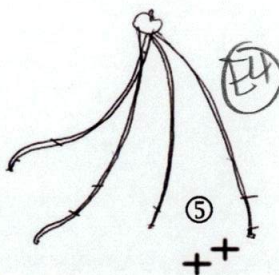
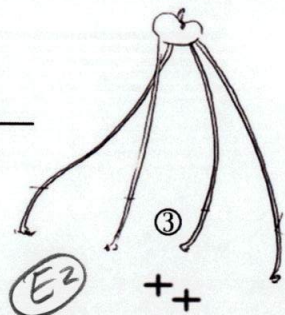
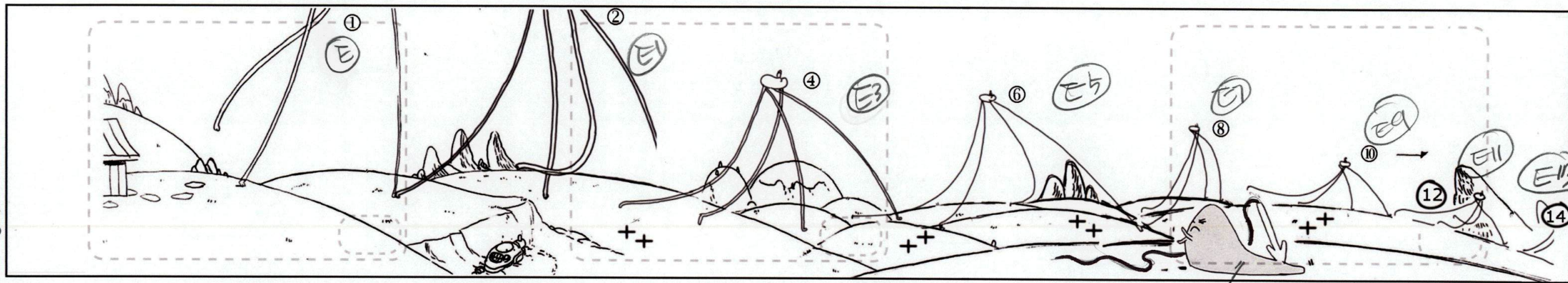
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Sc. 49 *CONT*

Pnl. E

Bg.

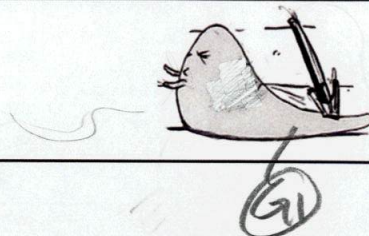
day night



Dialog:

Action:

- J. TALL-WALKS INTO DISTANCE
- PAN W/ ACTION.

Timing:

Creature is pinned by the rocket arrow that shot out of the treehouse.

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ADVENTURE TIME

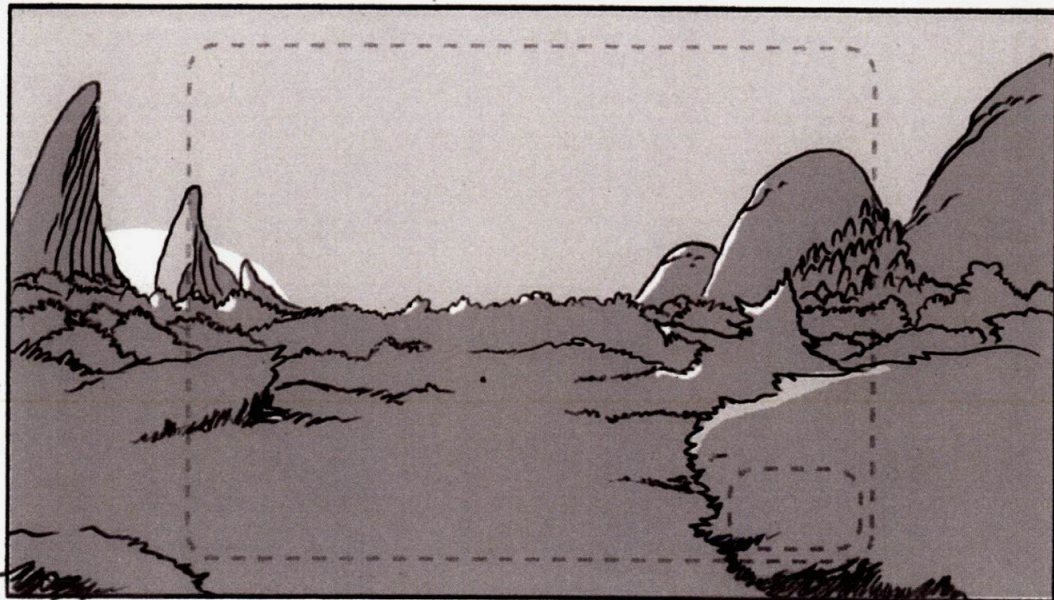


Sc. 50

Pnl. A

Bg.

day night

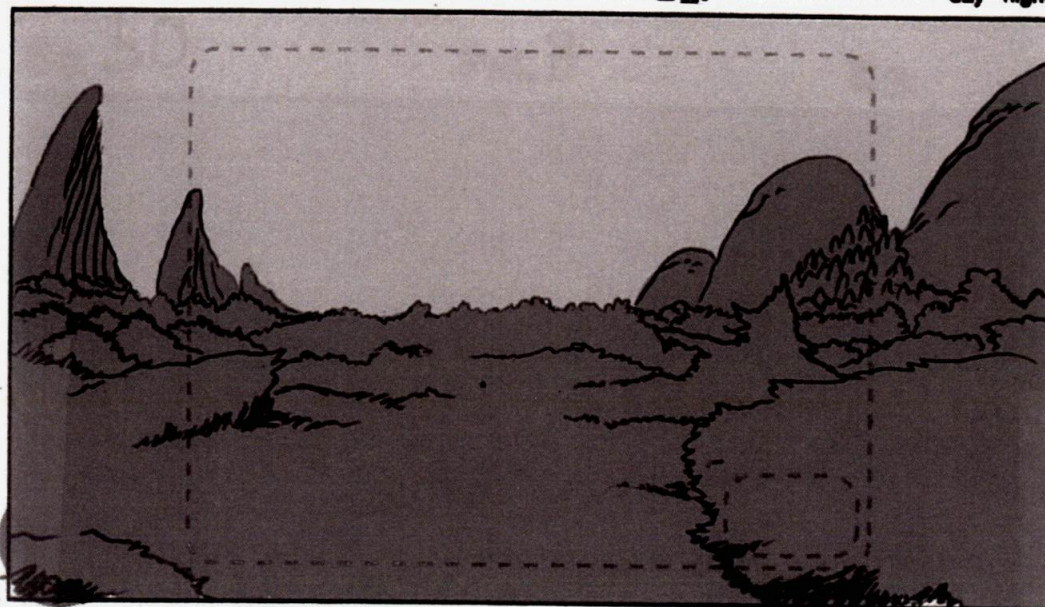


Sc. 50 CONT

Pnl. B

Bg.

day night



Dialog:

SUNSET TO
nightfall

AUG 18 2014

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ADVENTURE TIME



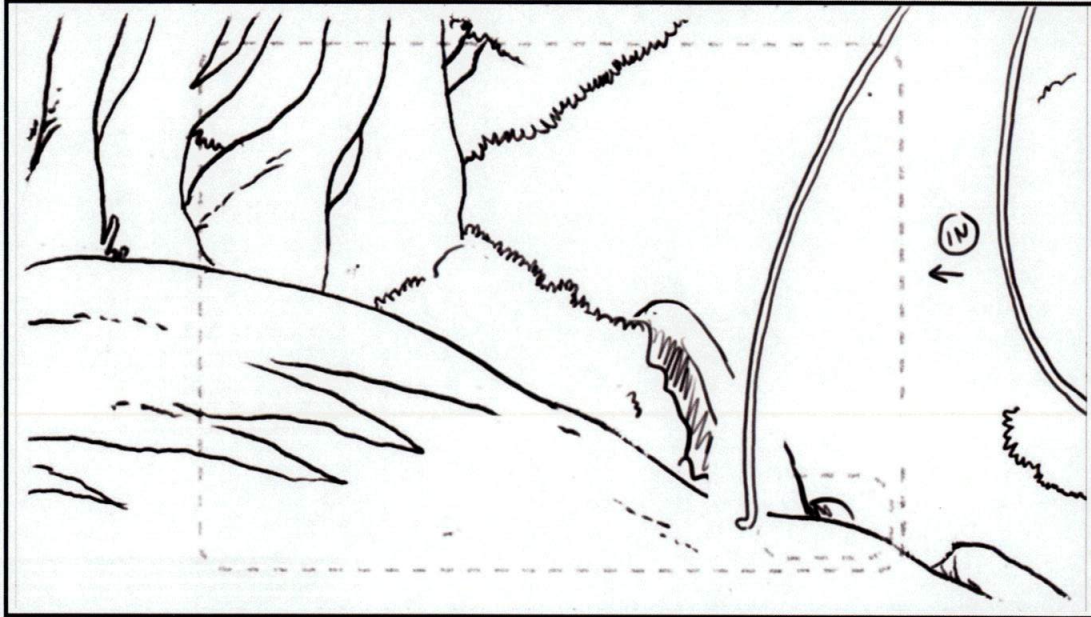
Page 80

Sc. 51

Pnl. A

Bg.

day night

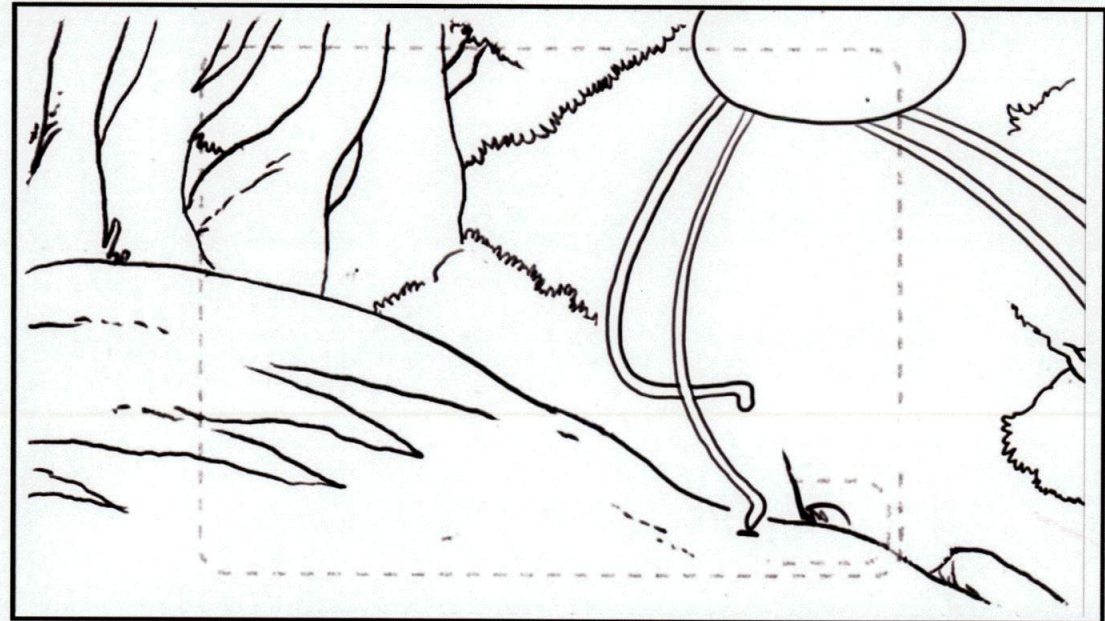


Sc. 51 *cont*

Pnl. B

Bg.

day night



Dialog:

J/ Whistling

Action:

-J walks on/s

-Starts to shrink back to normal

Timing:

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Production:

1025/192

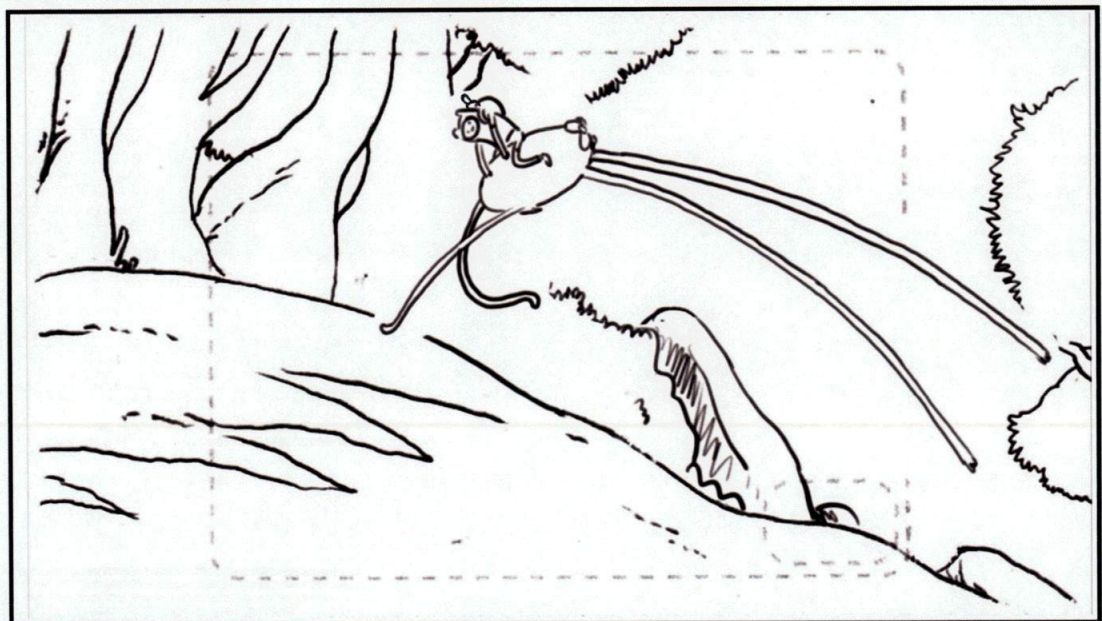
1025/192

1025/192

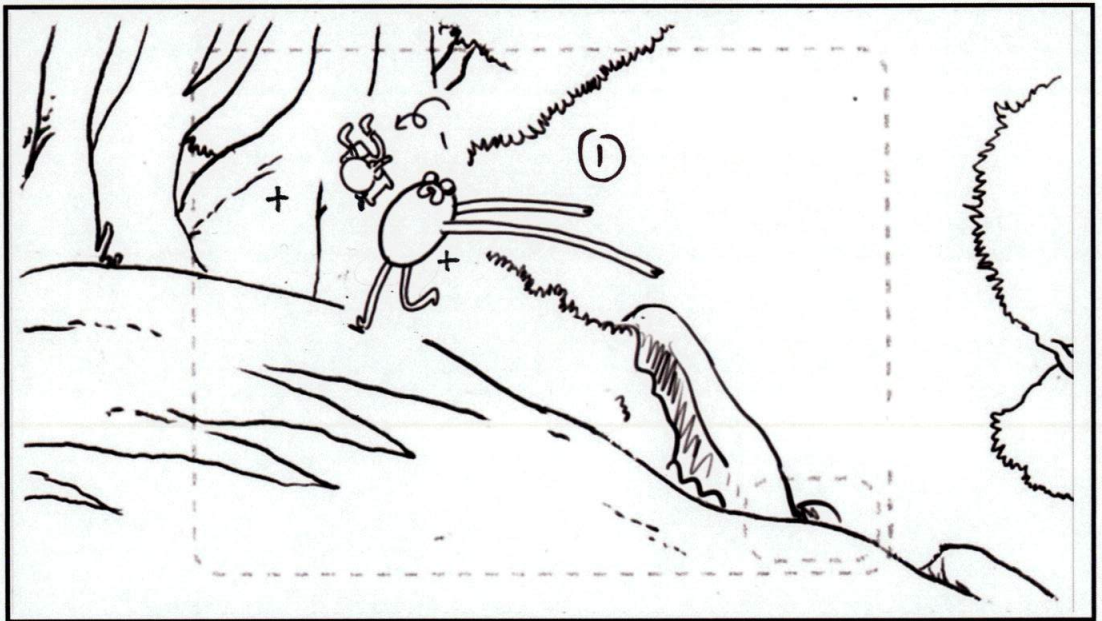
ADVENTURE TIME

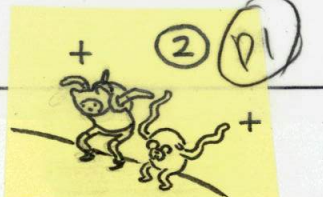


Sc. 51 *CONT* Pnl. C Bg. day night



Sc. 51 *CONT* Pnl. D Bg. day night



Dialog:	J/ Whistling	J/ Hyup!
Action:	<ul style="list-style-type: none">- JAKE SHRINKS BACK DOWN TO NORMAL SIZE- FINN FLIPS OFF	
Timing:	 AUG 18 2014	

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ADVENTURE TIME



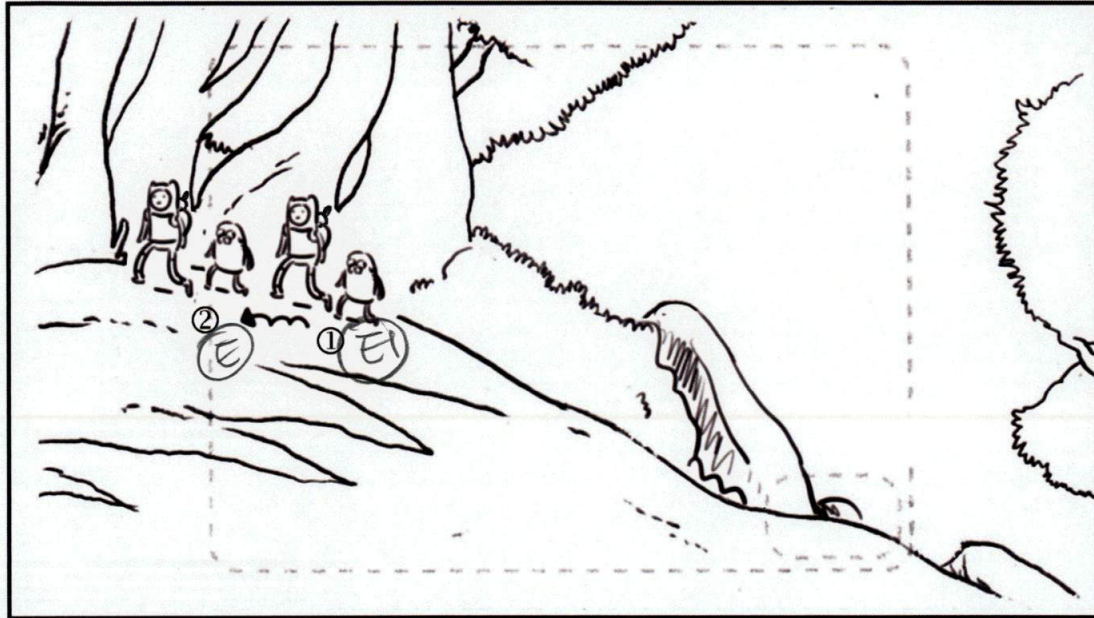
Page 82

Sc. 51 *CONT*

Pnl. E

Bg.

day night

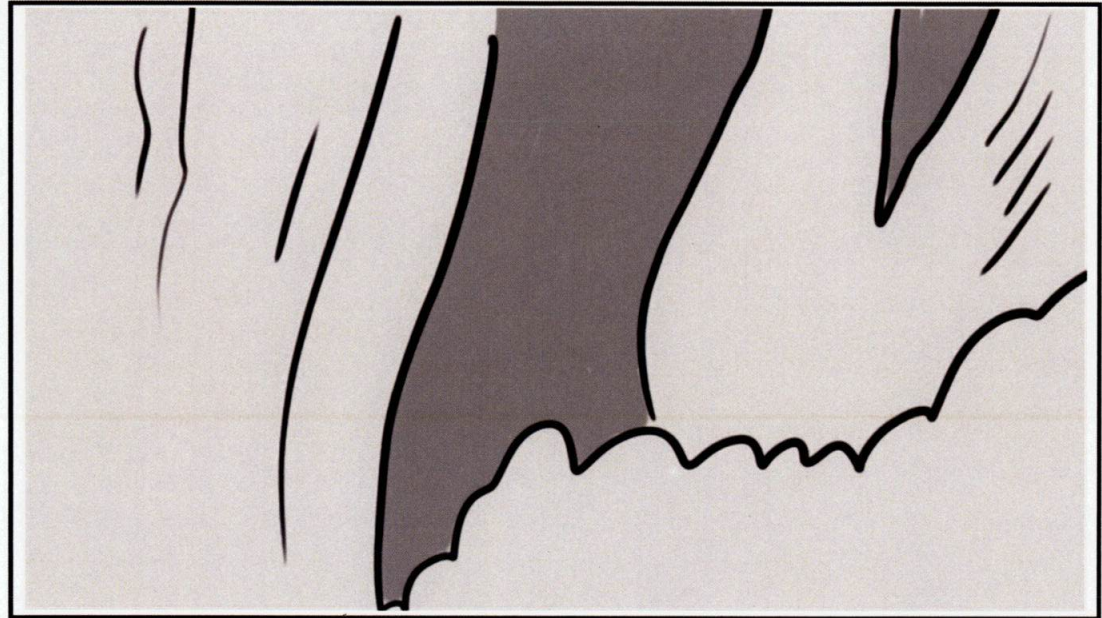


Sc. 52

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

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Production:

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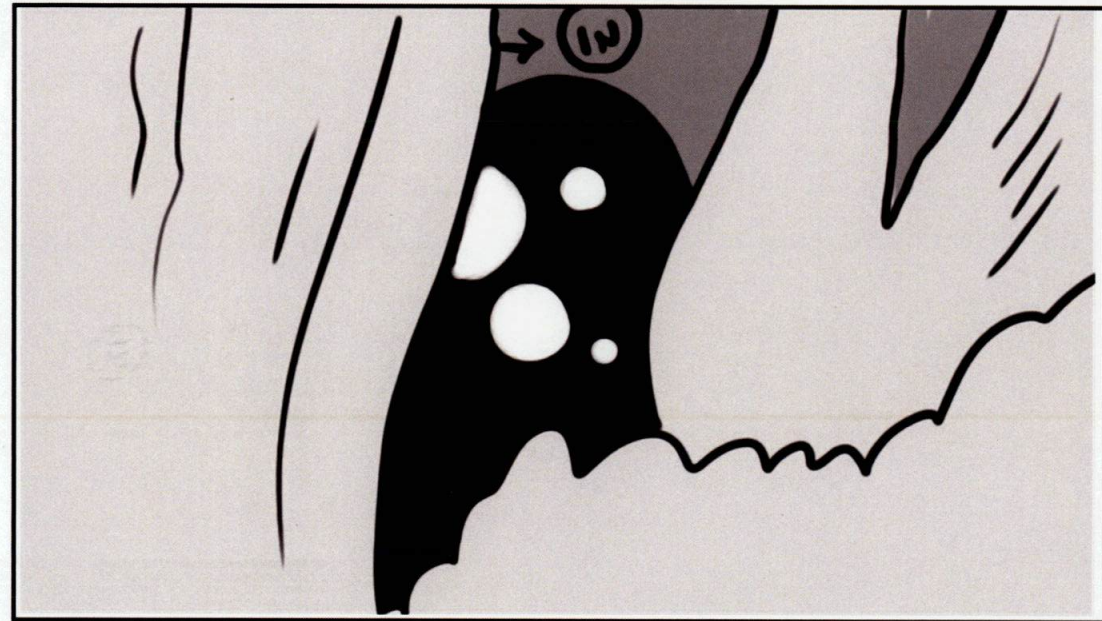


Sc. 52 *CONT*

Pnl. B

Bg.

day night

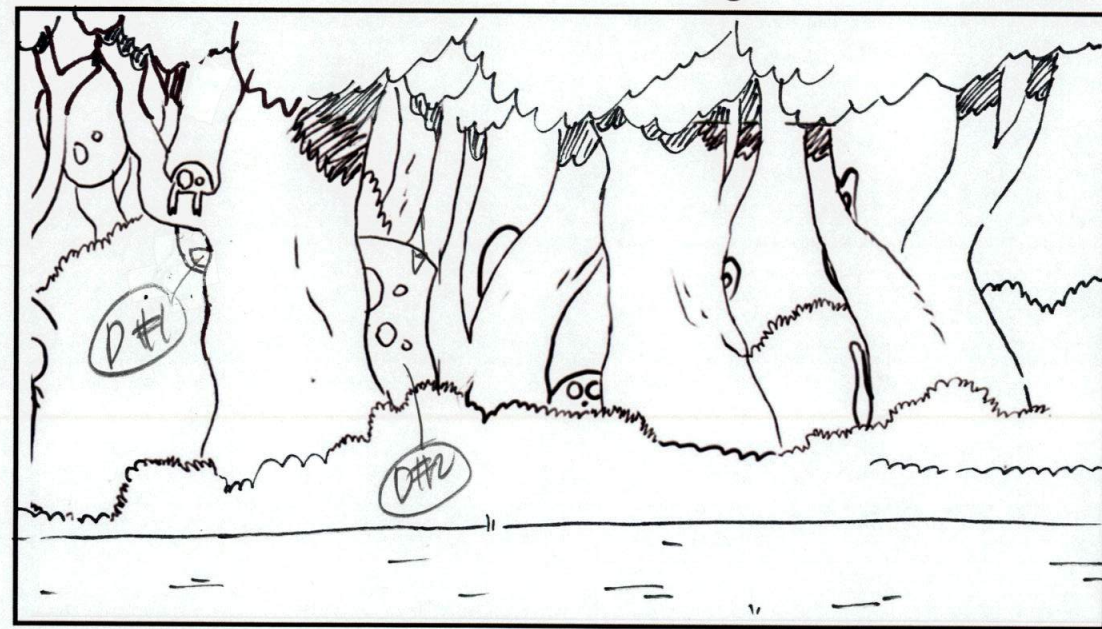


Sc. 53

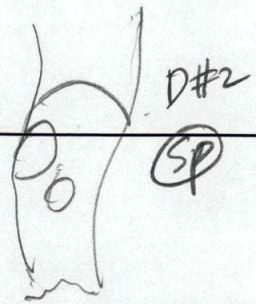
Pnl. A

Bg.

day night



Dialog:
Action:
Timing:



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ADVENTURE TIME

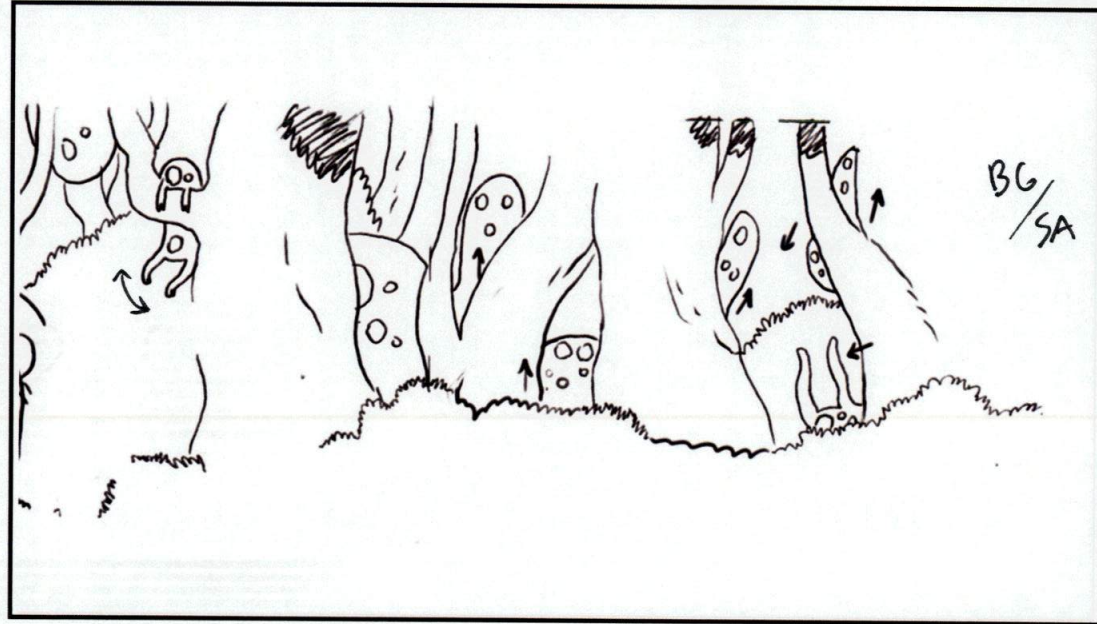
Page 84

Sc. 53 *CONT*

Pnl. B

Bg.

day night

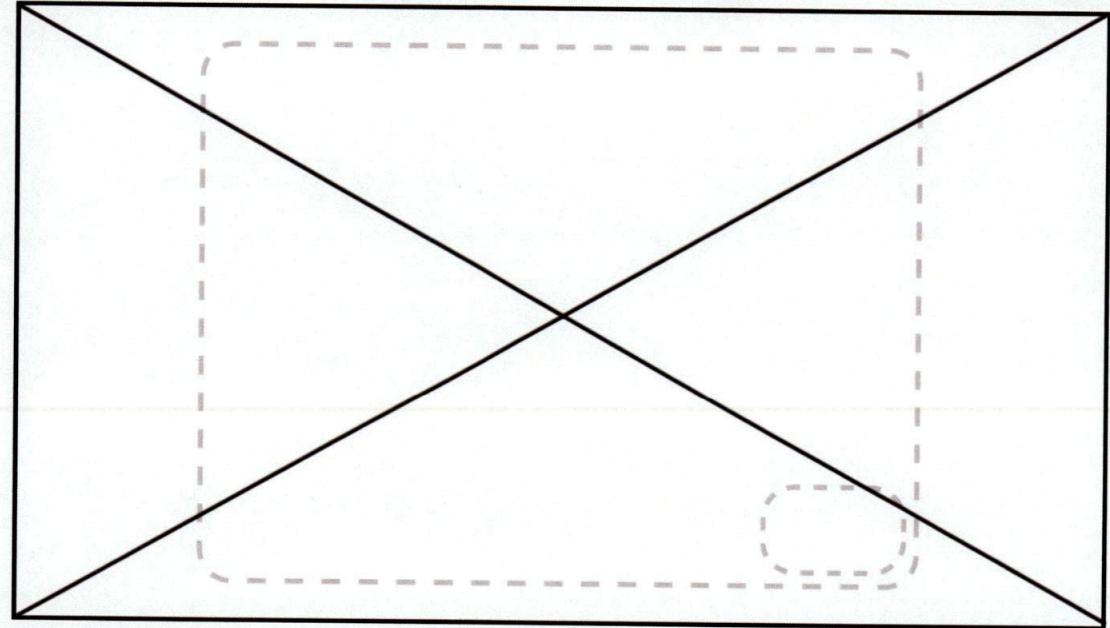


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

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ADVENTURE TIME

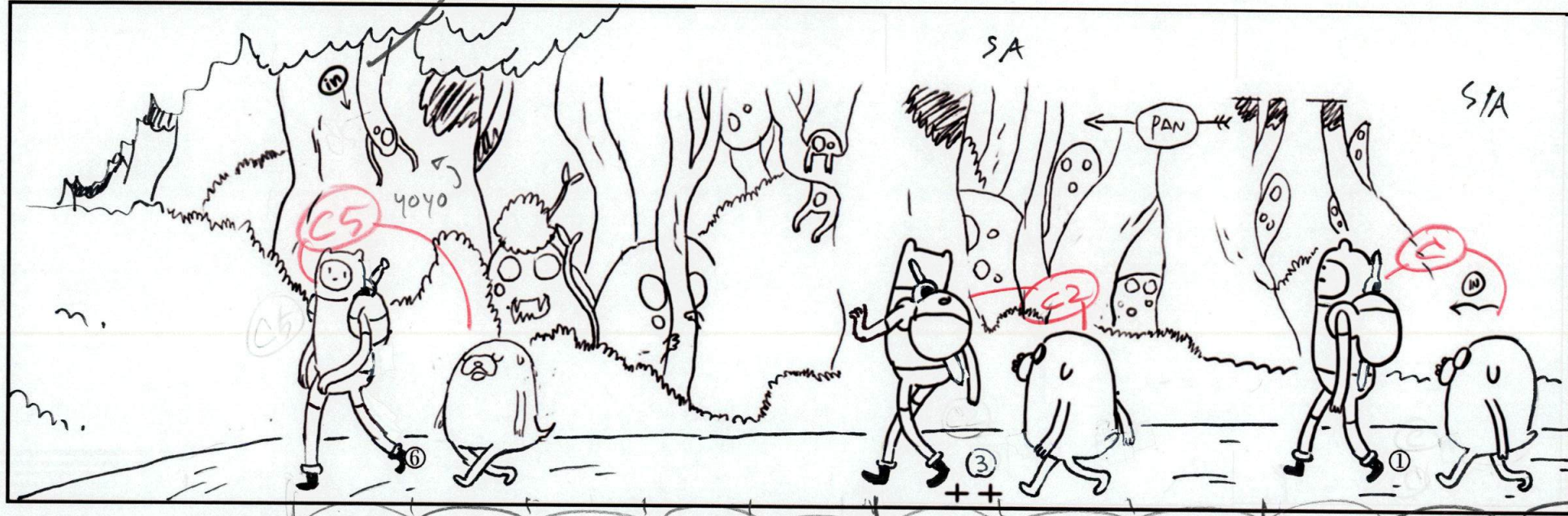
Page 85

Sc. 53 CONT

Pnl. C

Bg.

day night



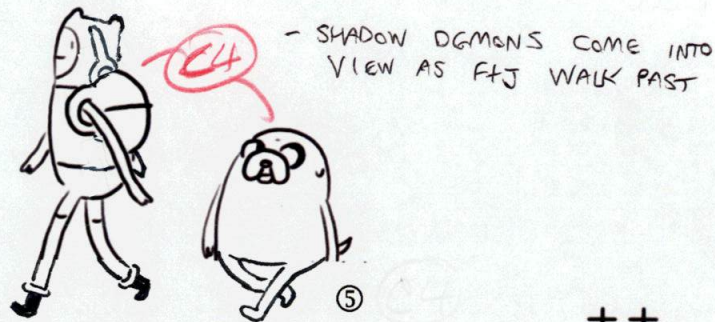
Dialog:

F) THERE'S A LOT MORE DEMONS
HERE THAN I REMEMBER

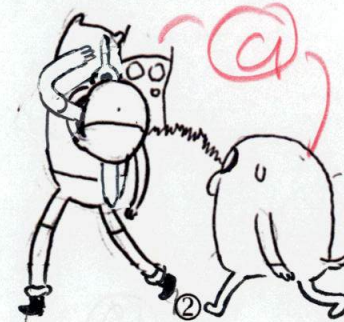
J)-Huh yeah

J: THE ONLY CONSTANT IS
CHANGE, BRO.

Action:



Timing:



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ADVENTURE TIME

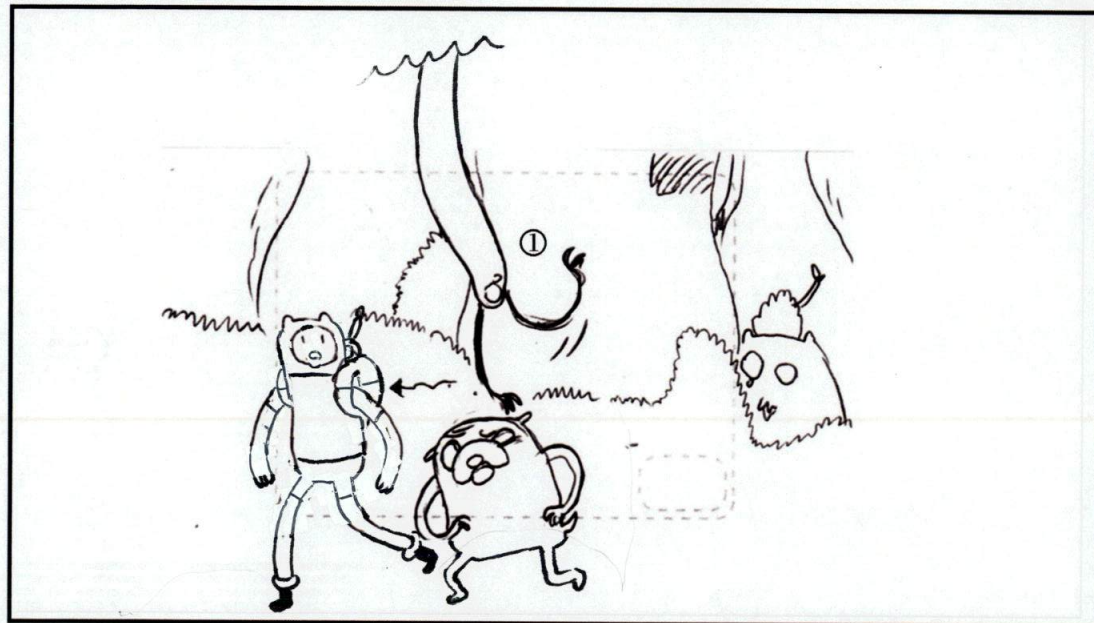
Page 86

Sc. 53 *CONT*

Pnl. D

Bg.

day night

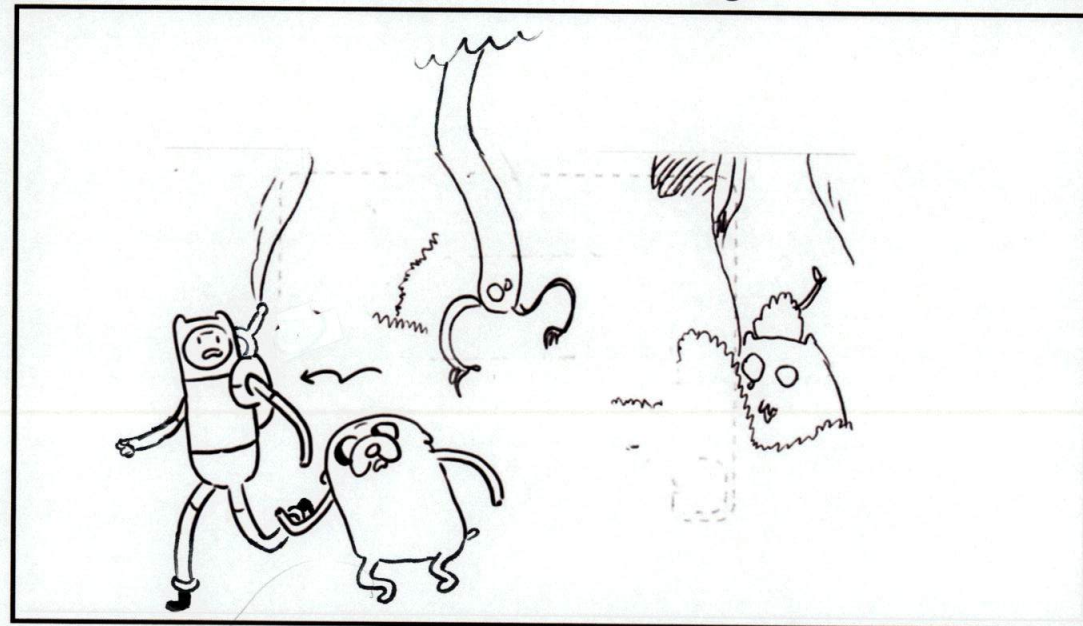


Sc. 53 *CONT*

Pnl. E

Bg.

day night



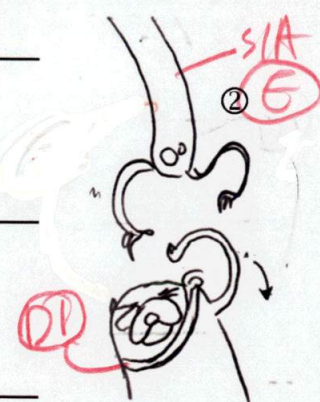
Dialog:

Yo-yo Demon)-I want my yoyo!

J: AH!

E: YO YO, THAT'S rude dude.

Action:



YOYO DEMON REACHES
FOR J.

Timing:

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Production:

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No SC 54

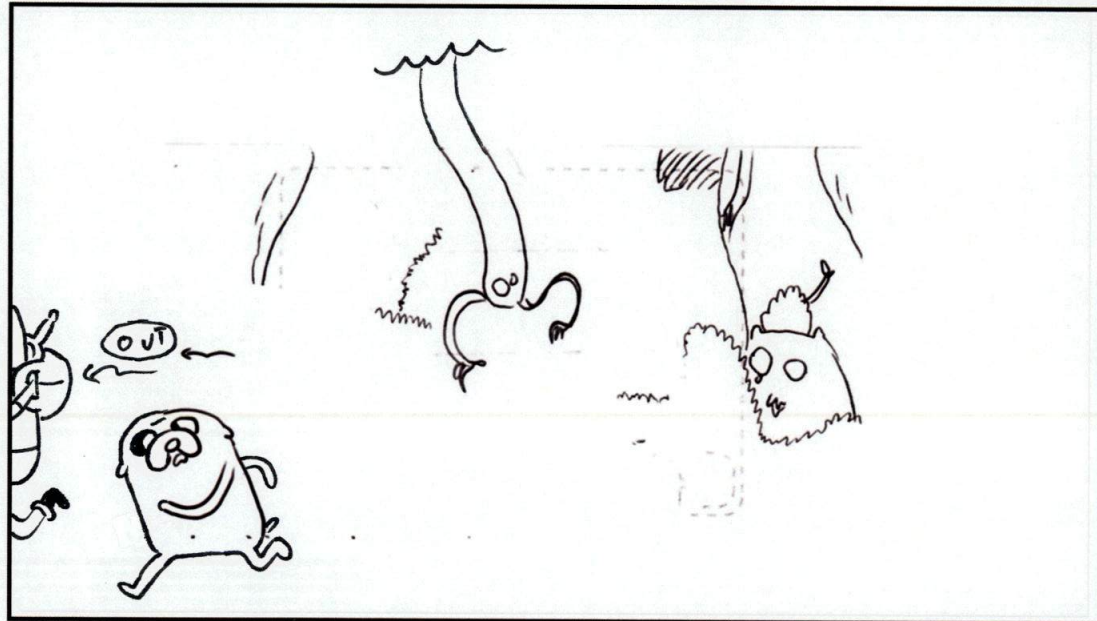
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Sc. 53 *CONT*

Pnl. F

Bg.

day night

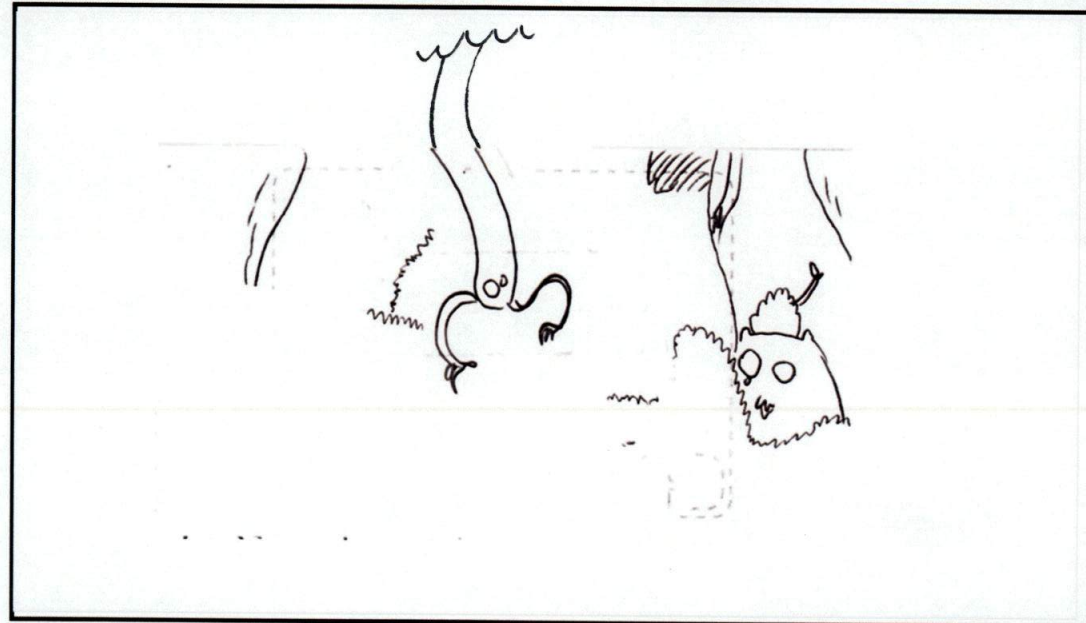


Sc. 53 *CONT*

Pnl. G

Bg.

day night



Dialog:

Action:

Timing:

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ADVENTURE TIME



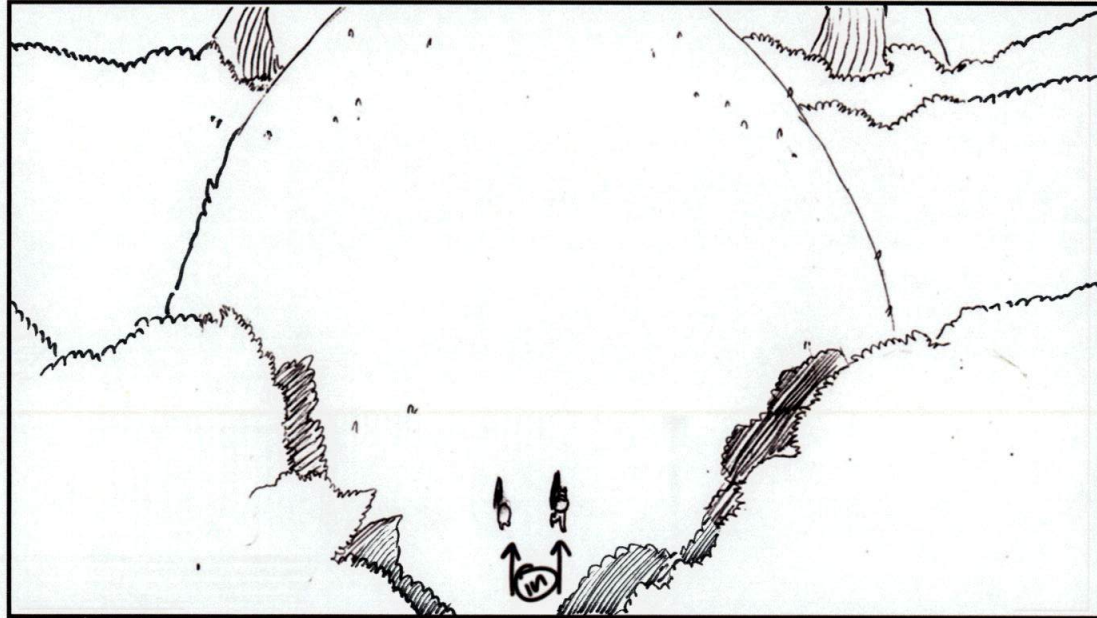
Page 88

Sc. 55

Pnl. A

Bg.

day night



Dialog:

Action:

- F+J WALK ON/S.

- F+J WALK UP HILL
TOWARDS HOUSE,

Timing:

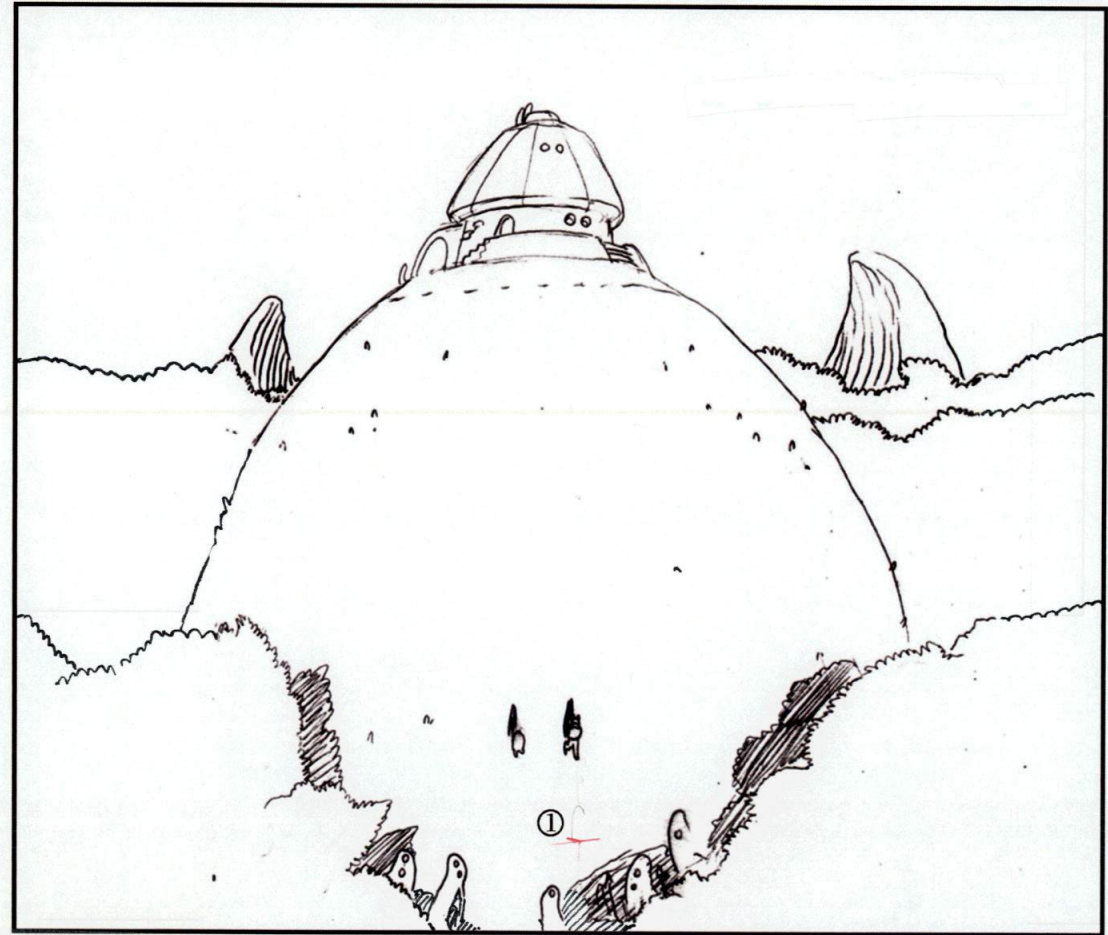
Sc. 55

CONT

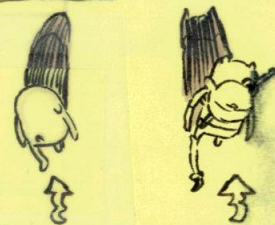
Pnl. B

Bg.

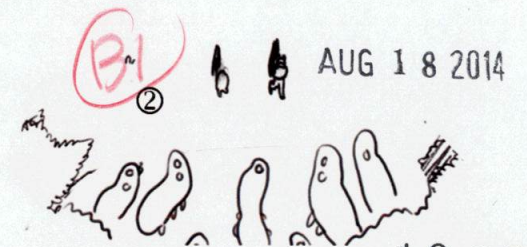
day night



DETAIL:



- DEMONS FOLLOW



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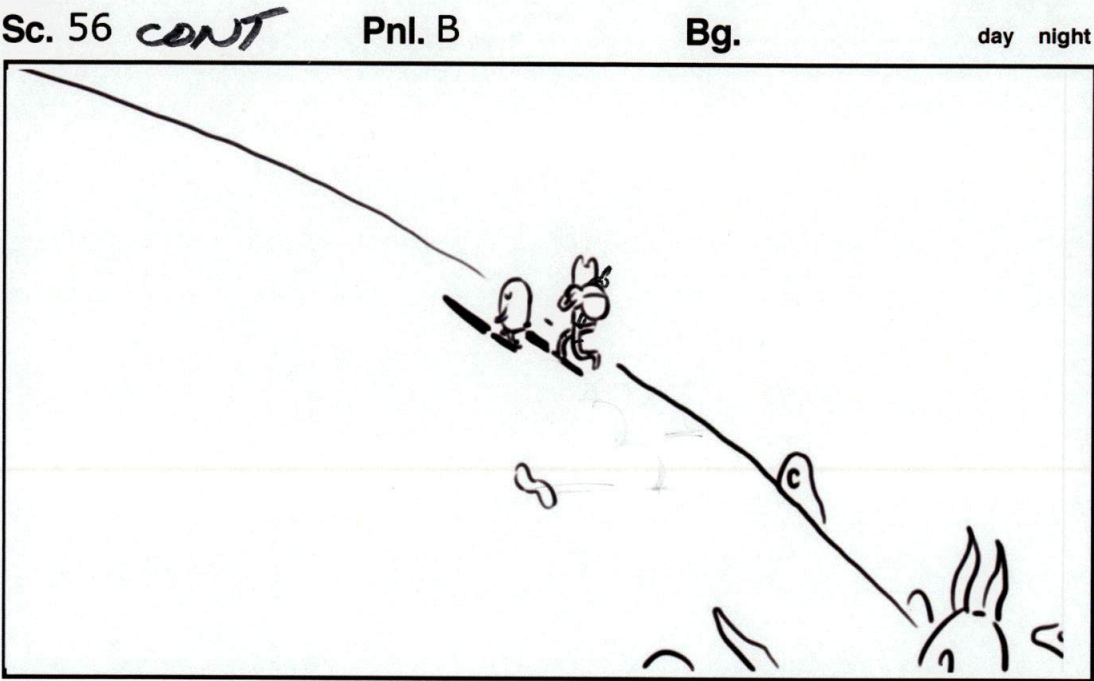
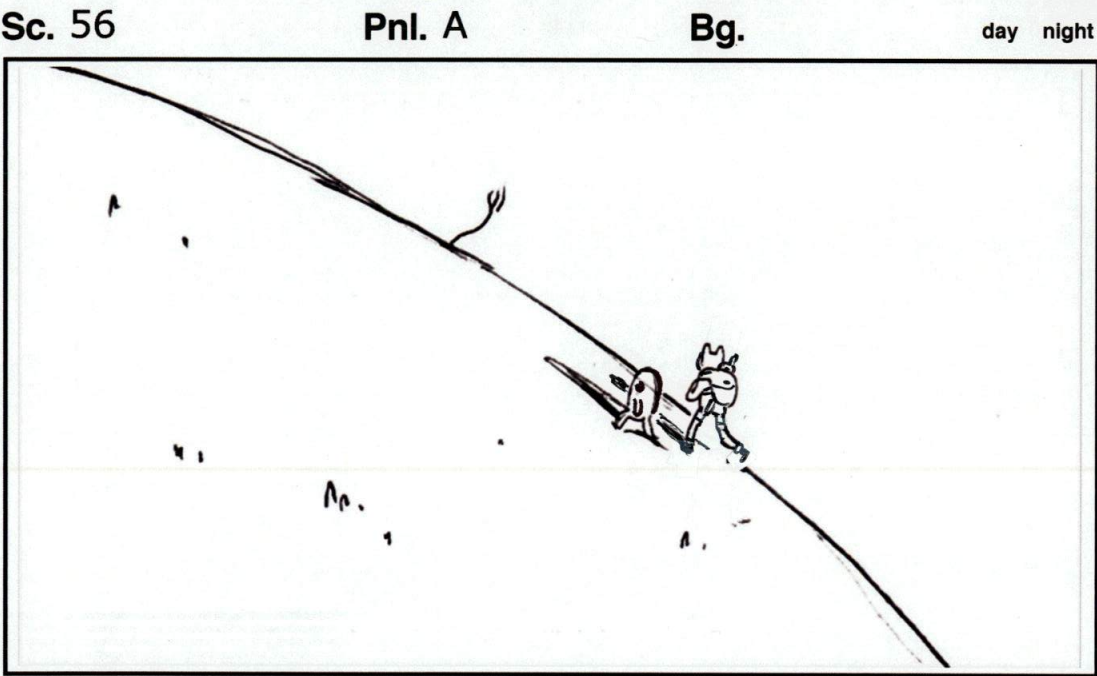
Production:

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ADVENTURE TIME



Dialog:

Action:

-DEMONS SILENTLY FOLLOW F+J

Timing:

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Production:

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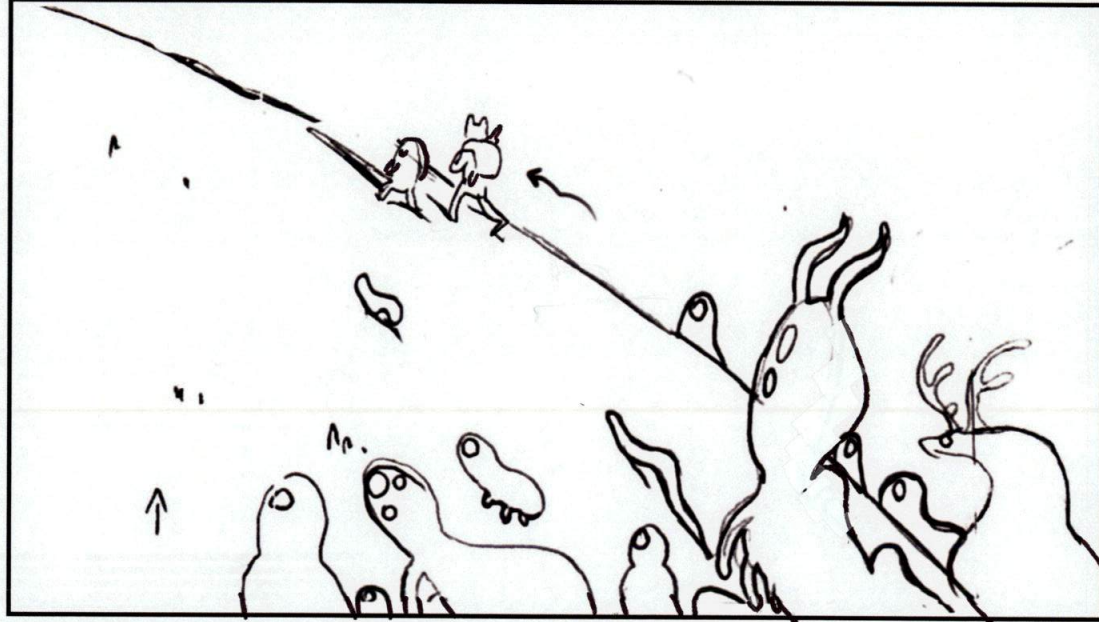
1025/192

ADVENTURE TIME

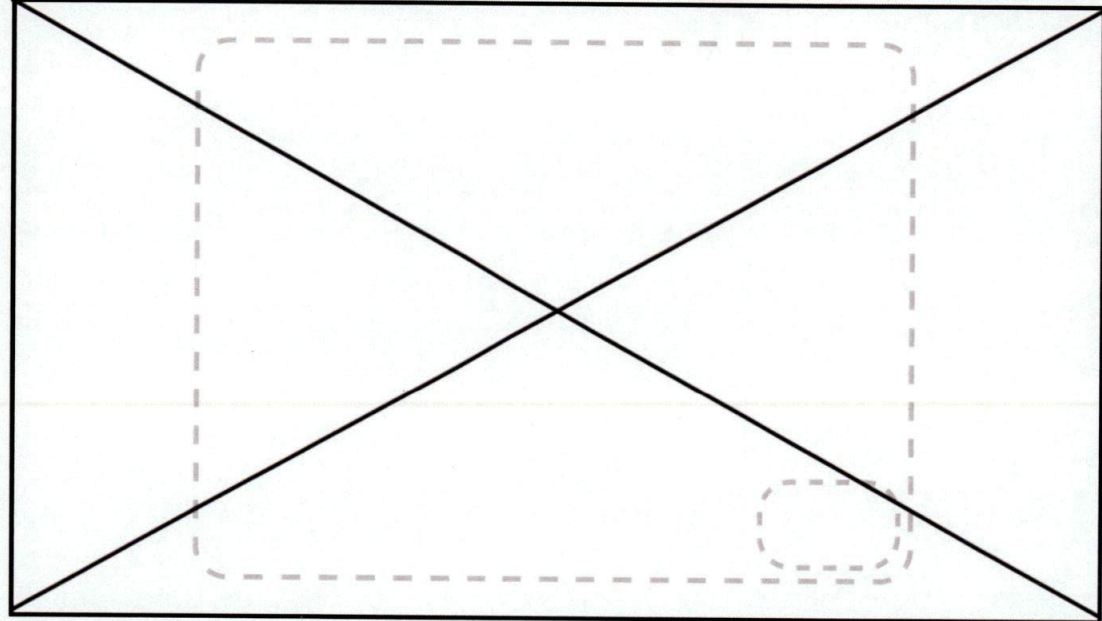


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Sc. 56 *CONT* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

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Production:

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stop Sc. 57 Pnl. A Bg. day night

Sc. 57

ADJ (A)

(AI)



Sc. 57 *cont* Pnl. B Bg. day night

Dialog:	
Action:	- CUP DEMON RISES BEHIND FINN - ADJ. W/ ACTION
Timing:	AUG 18 2014

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Production:

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ADVENTURE TIME



NO SC'S
58-60

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NO PG-93
day night

Sc. 57 *CONT*

Pnl. C

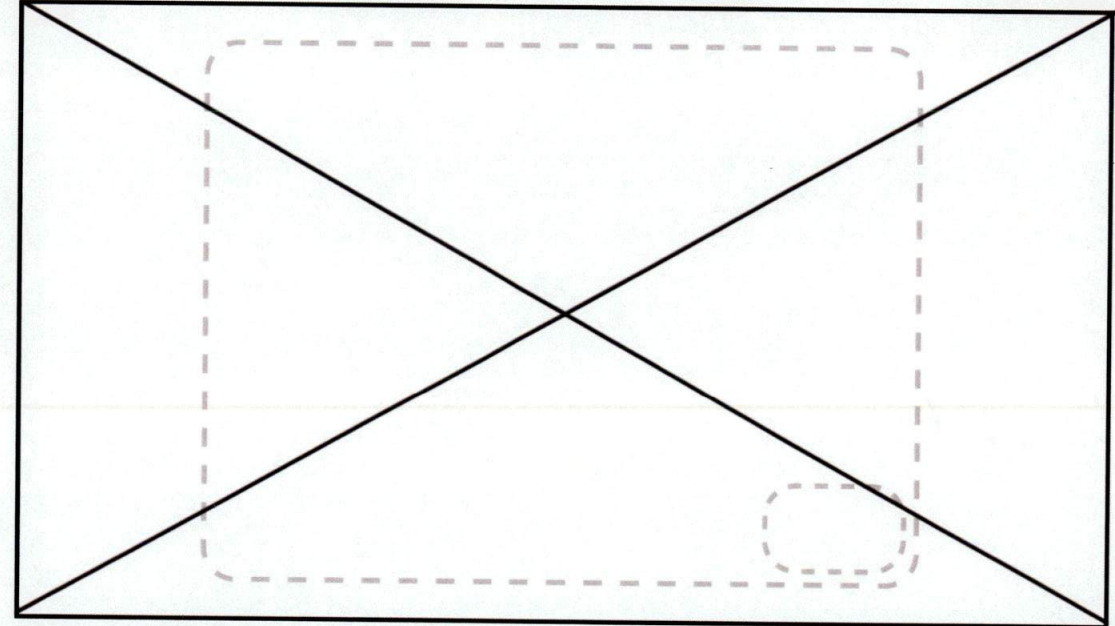
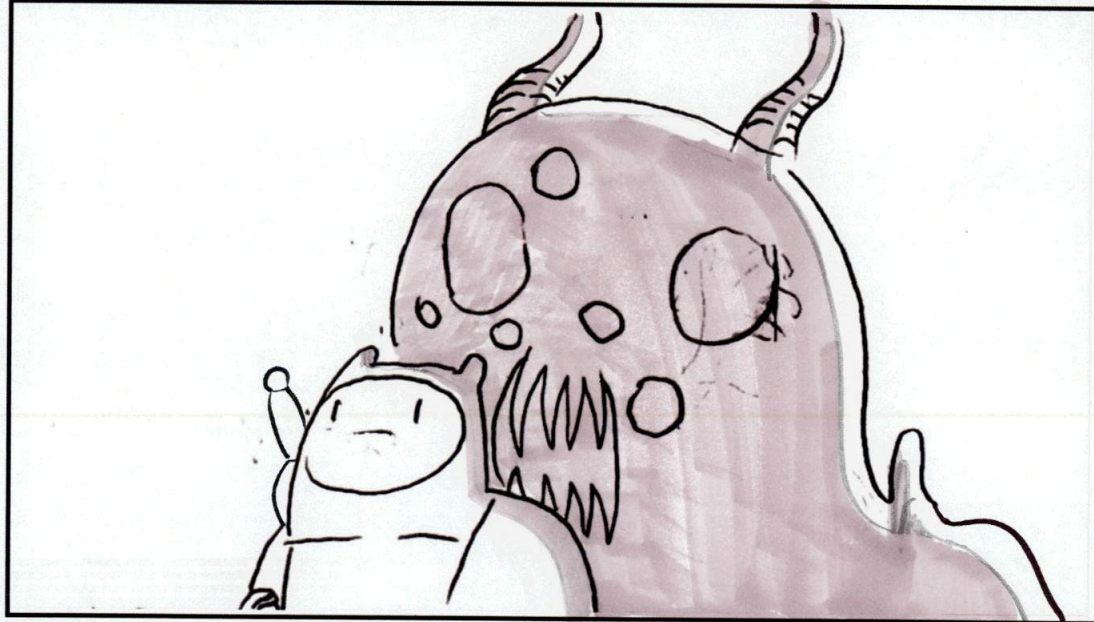
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

CD: GET ME MY CUP!

Action:

Timing:

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Production:

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ADVENTURE TIME

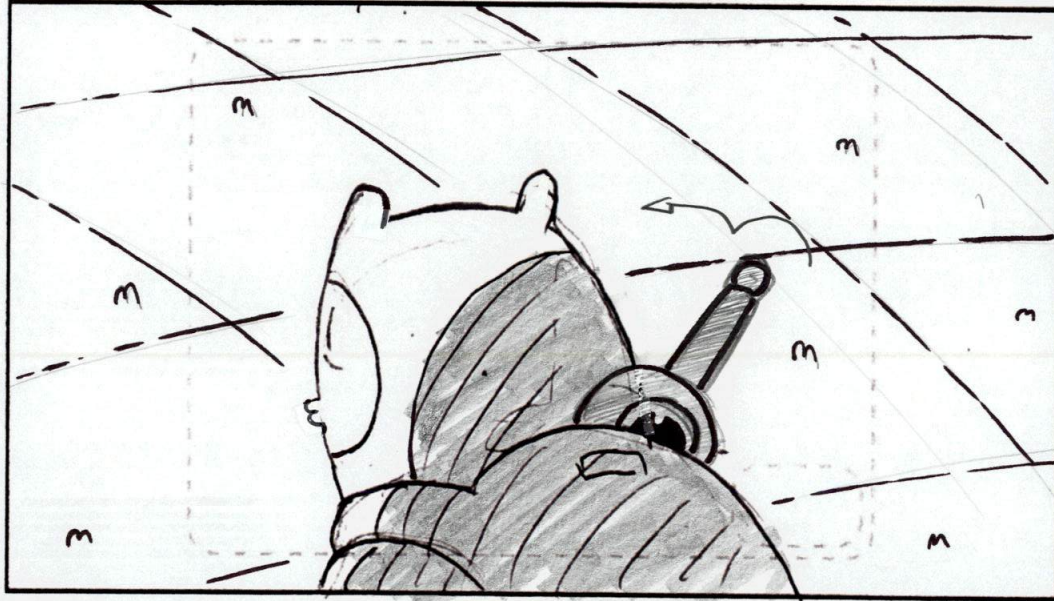


Sc. 61

Pnl. A

Bg.

day night

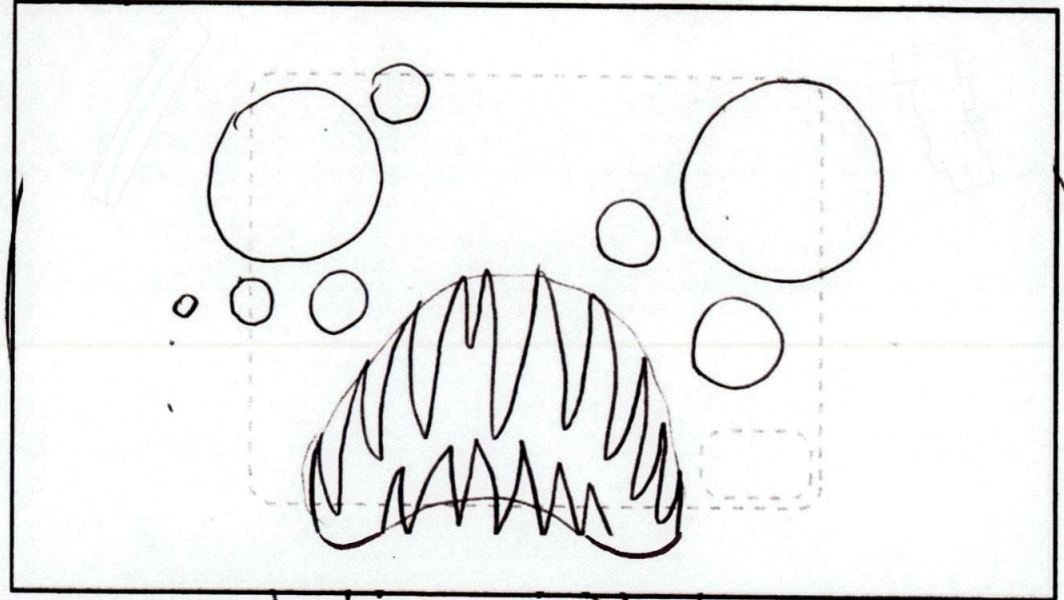


Sc. 62

Pnl. A

Bg.

day night

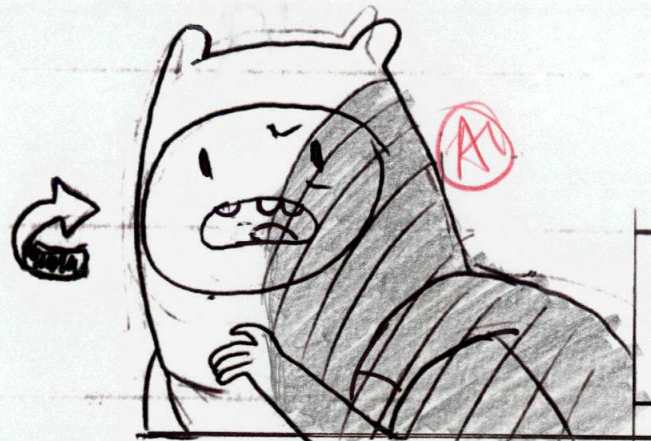


Dialog:

E: HUM?

Action:

Timing:



CD: BRING ME MY CUP
OR I'LL SKULL-CUP
YOU!

AUG 18 2014

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Production :

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ADVENTURE TIME



Sc. 63

Pnl. A

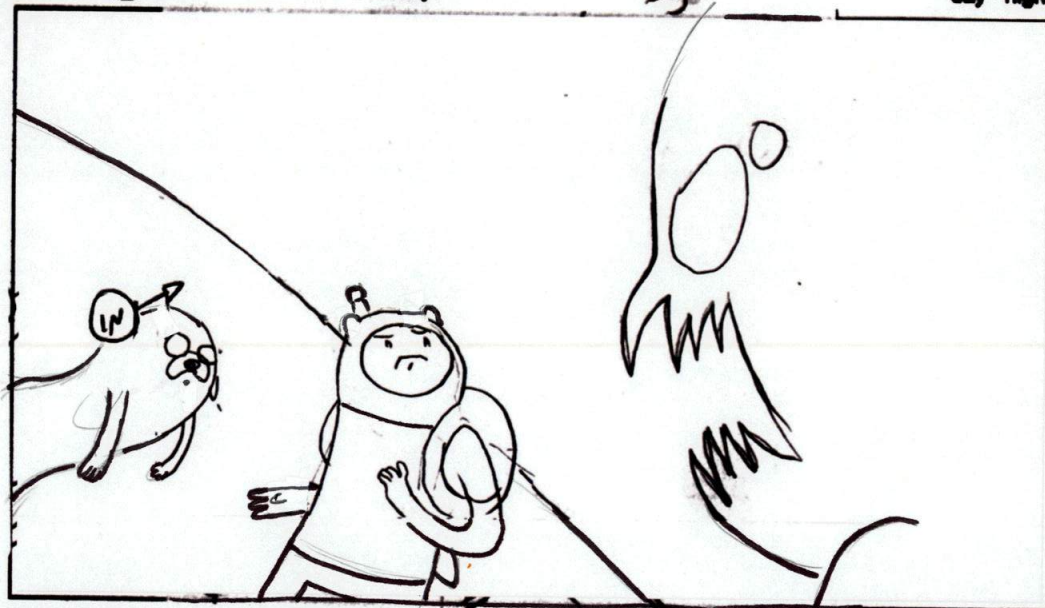
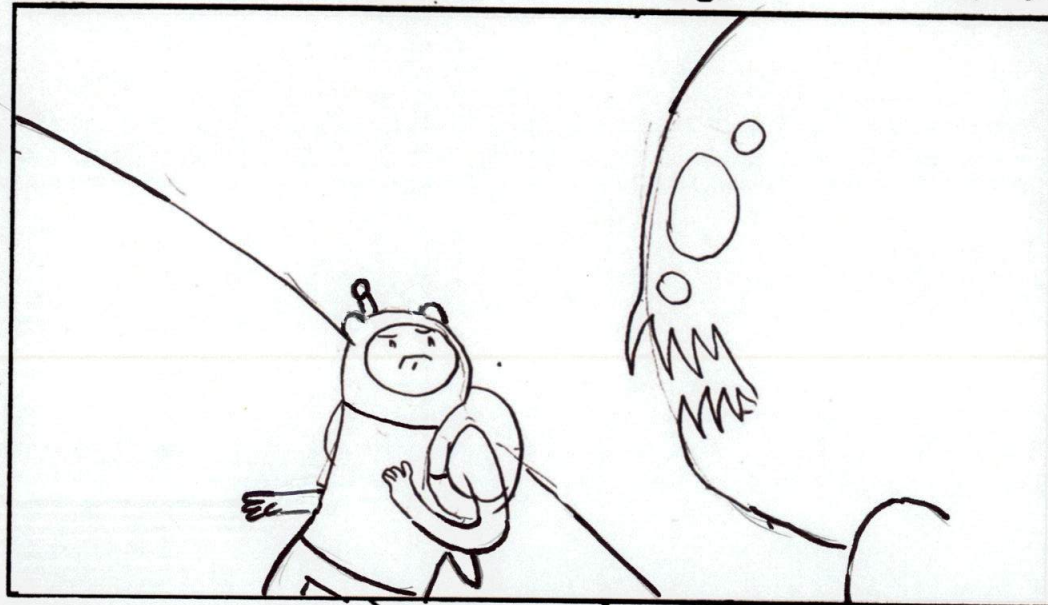
Bg.

day night

Sc. 63 CONT. Pnl. B

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day night



Dialog:

Action:

J. LGANS ON/S.

Timing:

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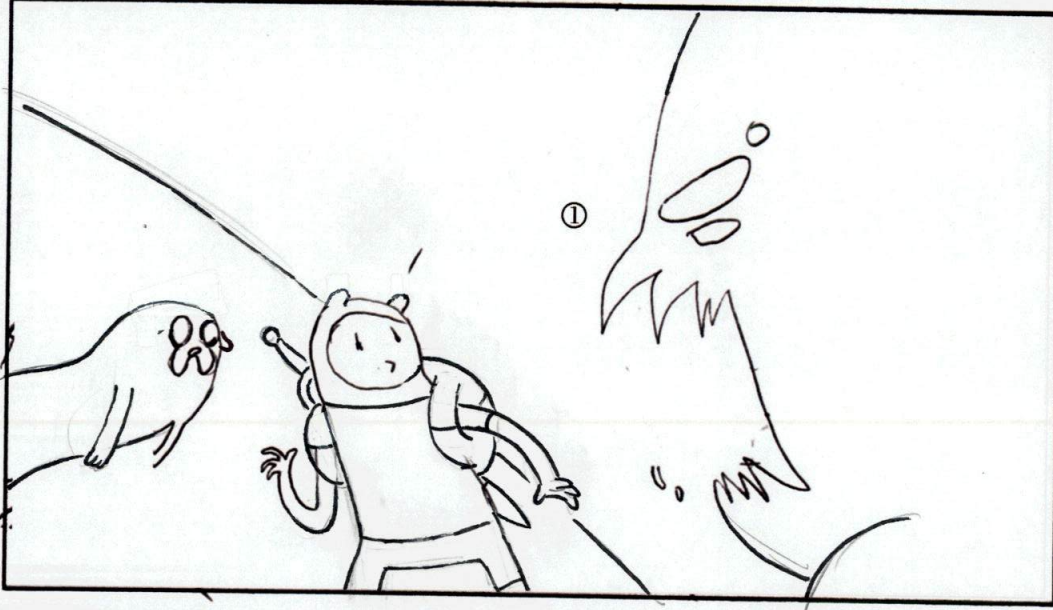
ADVENTURE TIME



Sc. 63 cont Pnl. C

Bg.

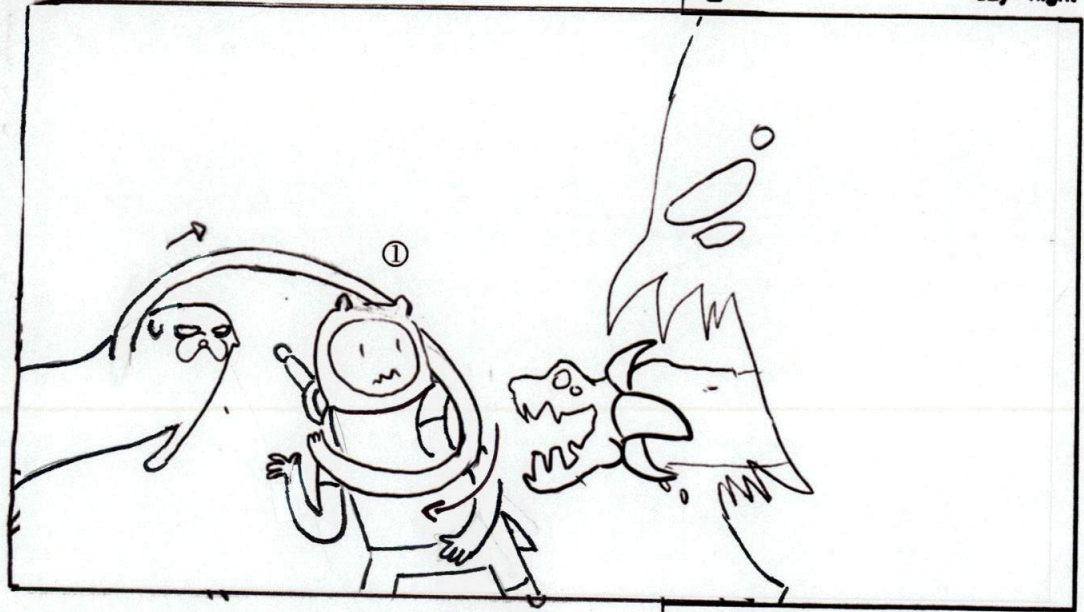
day night



Sc. 63 cont Pnl. D

Bg.

day night

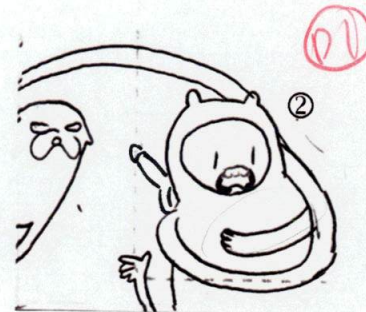
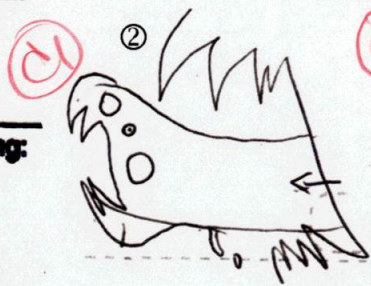


Dialog:

CD: BLEAHH.

Action:

Timing:



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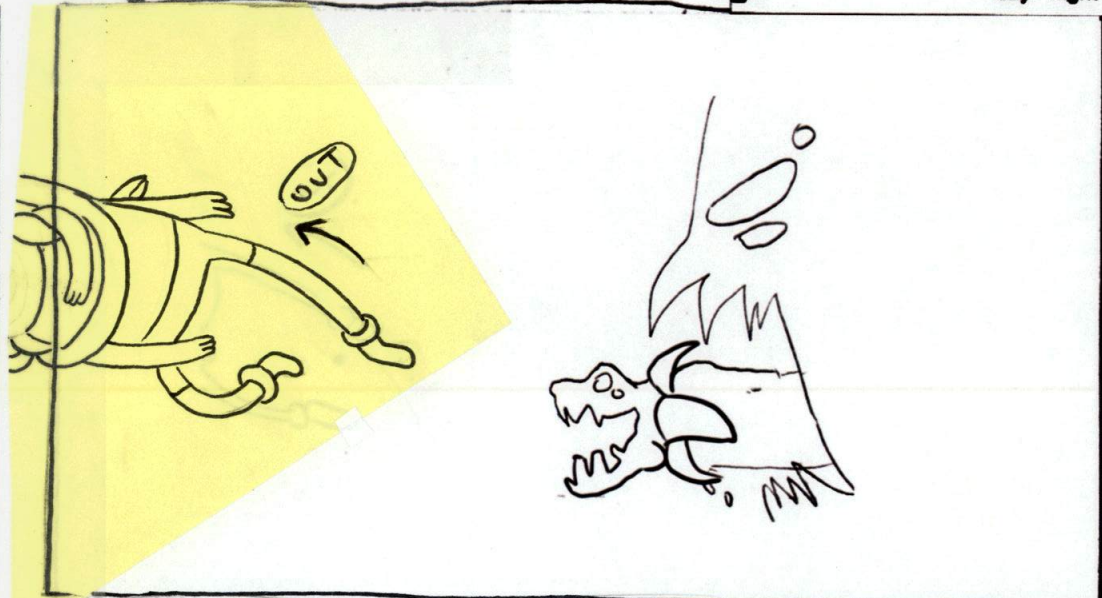
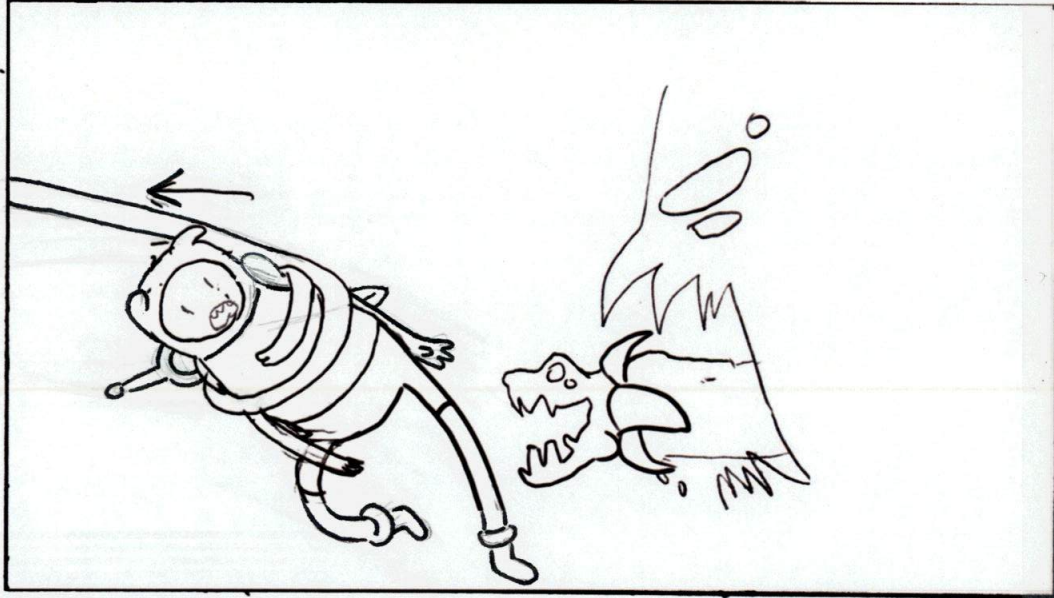


Sc. 63 CONT Pnl. E Bg.

day night

Sc. 63 CONT Pnl. F

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day night



Dialog:

F+J: AAAAAHH!!

Action:

Timing:

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Production :

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ADVENTURE TIME

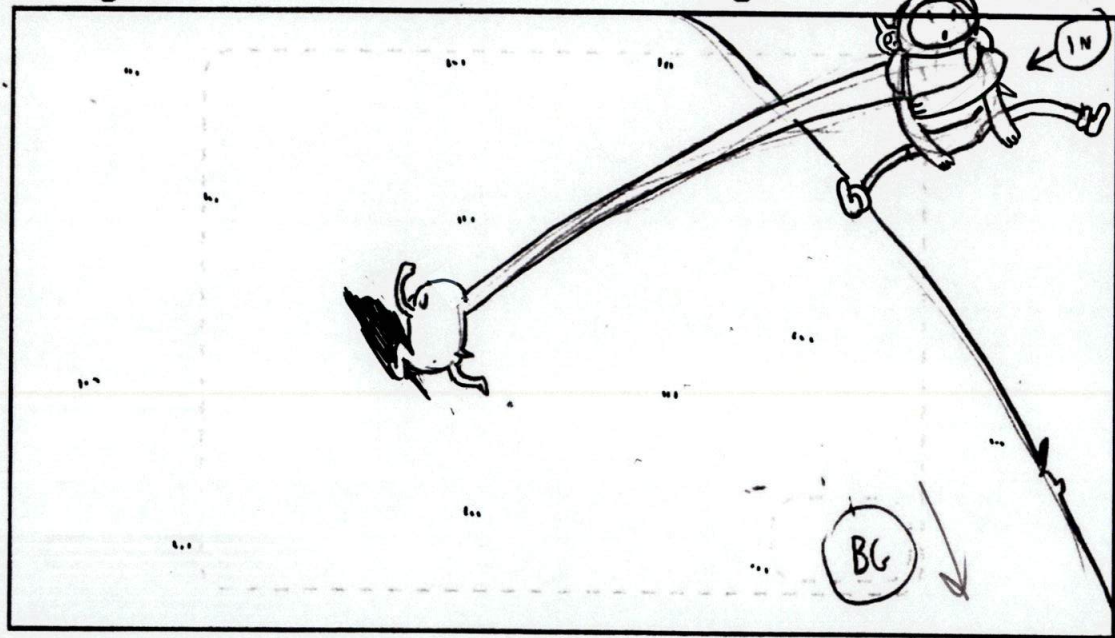


Sc. **64**

Pnl. **A**

Bg.

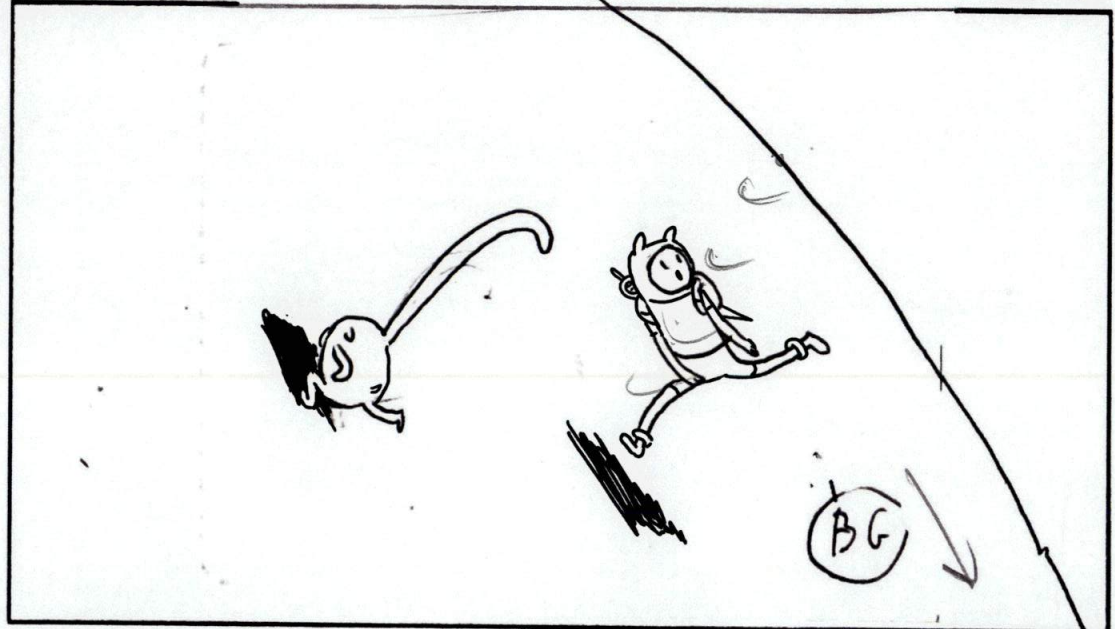
day night



Sc. **64 CONT**

B

day night

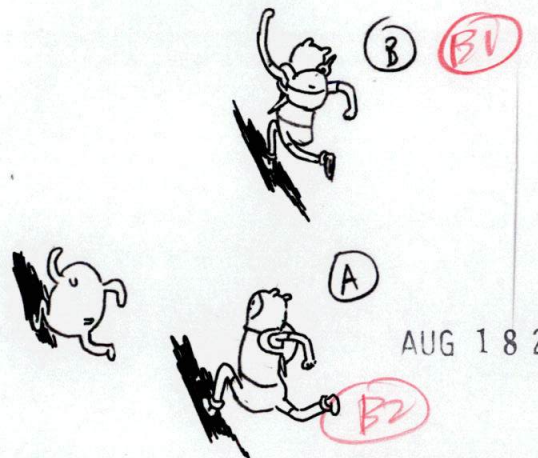


Dialog:

F+J: **AAH!**

Action:

Timing:



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ADVENTURE TIME



Sc. 64 CONT

Pnl. C

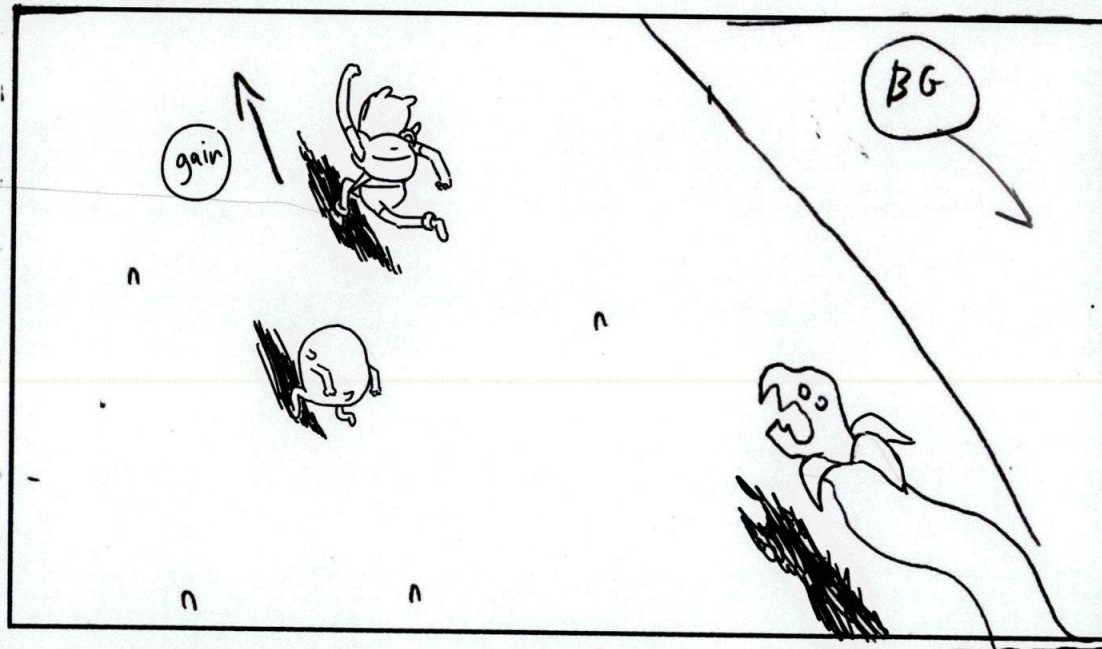
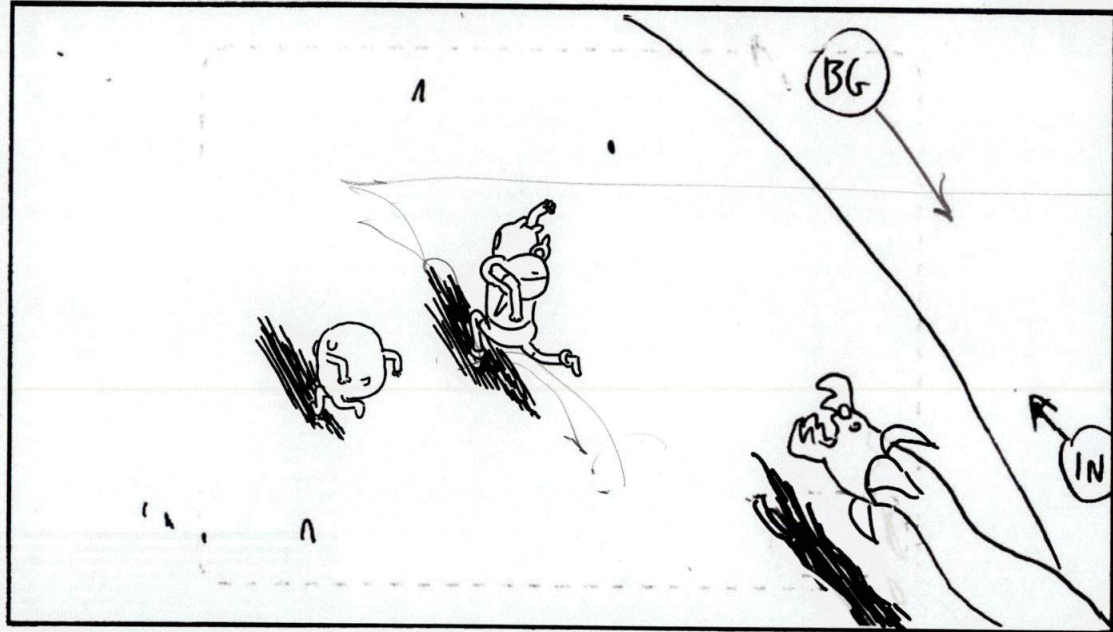
Bg.

day night

64 CONT D

Page 99

99A NEXT



Dialog:

Action:

Timing:

AUG 18 2014

EPISODE #

Production :

1025/192 1025-192

1025/19.2

ADVENTURE TIME



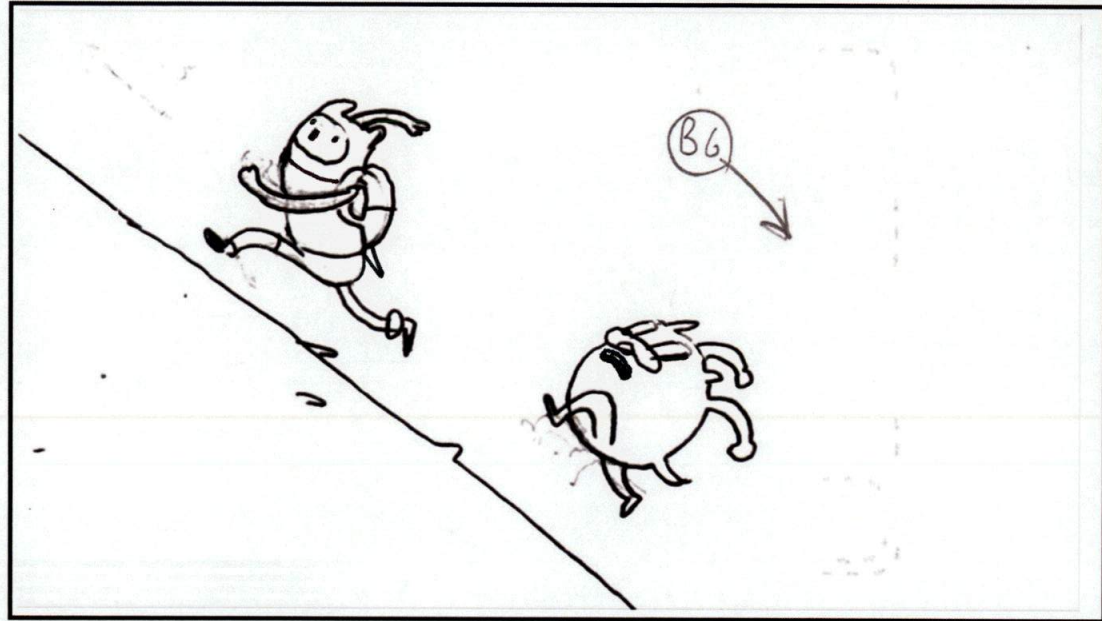
100 NELT
day night

Sc. 65

Pnl. A

Bg.

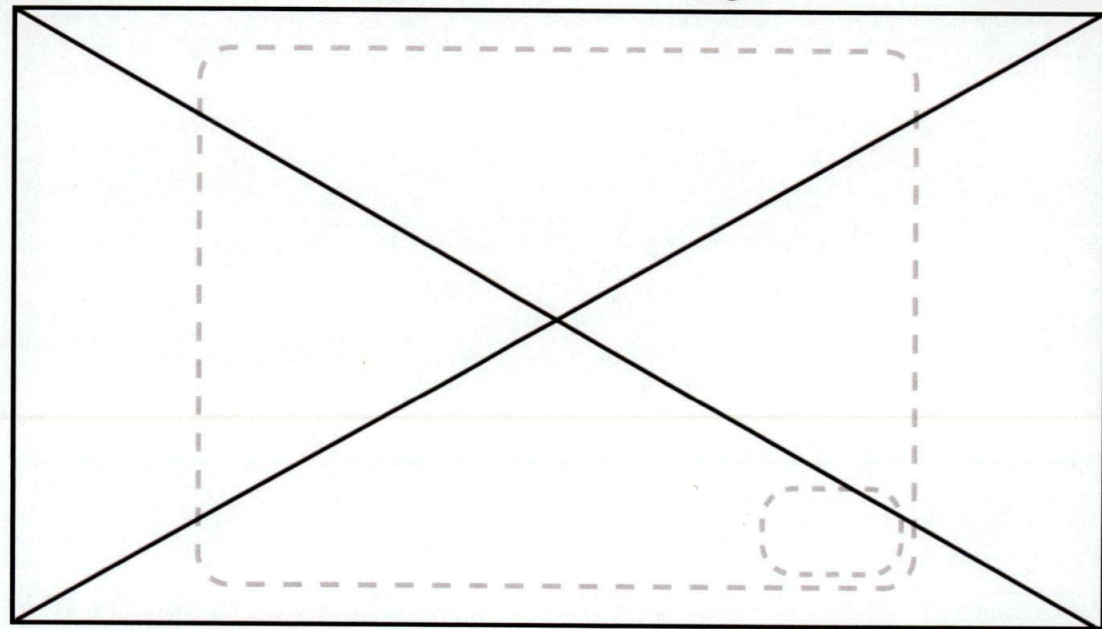
day night



Sc.

Pnl.

Bg.



Dialog:
Action:
Timing:

AUG 1 8 2014

EPISODE # 1025-192

Production:

1025/192

1025/192

1025/192

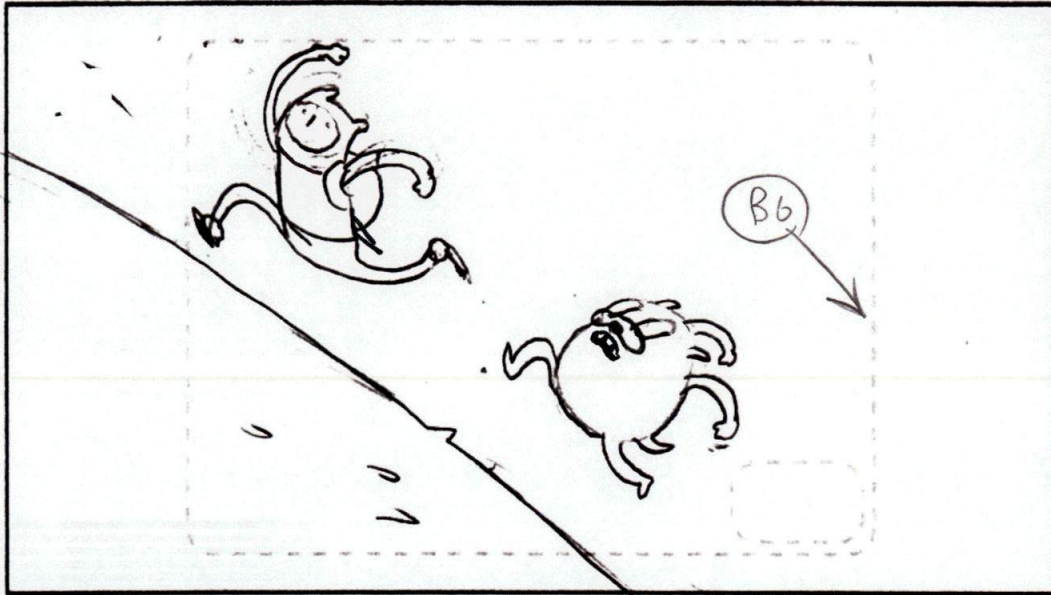
ADVENTURE TIME



Sc. 65 CONT Pnl. B

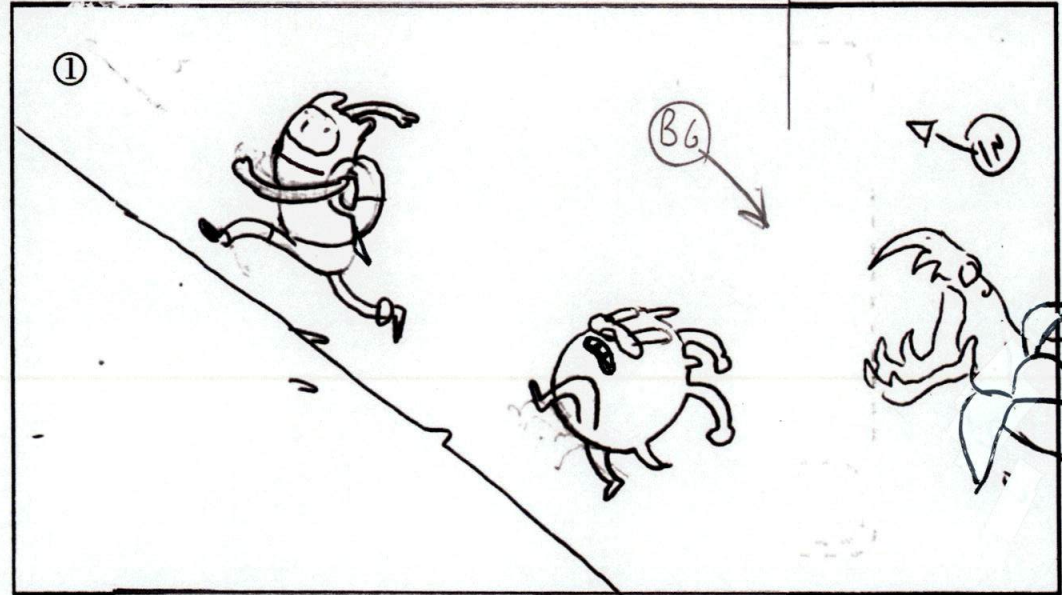
Bg.

day night



Sc. 65 CONT Pnl. C

Page 100
day night



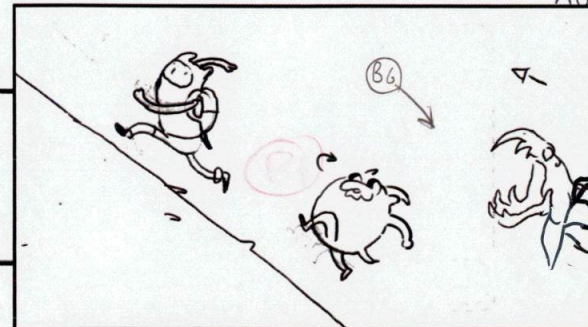
Dialog:

Action:

Timing:

-CUP DEMON TONGUE STRETCHES ON/IS AUG 18 2014

②



Production :

1025-192

1025/192

1025/192

1025/192

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ADVENTURE TIME



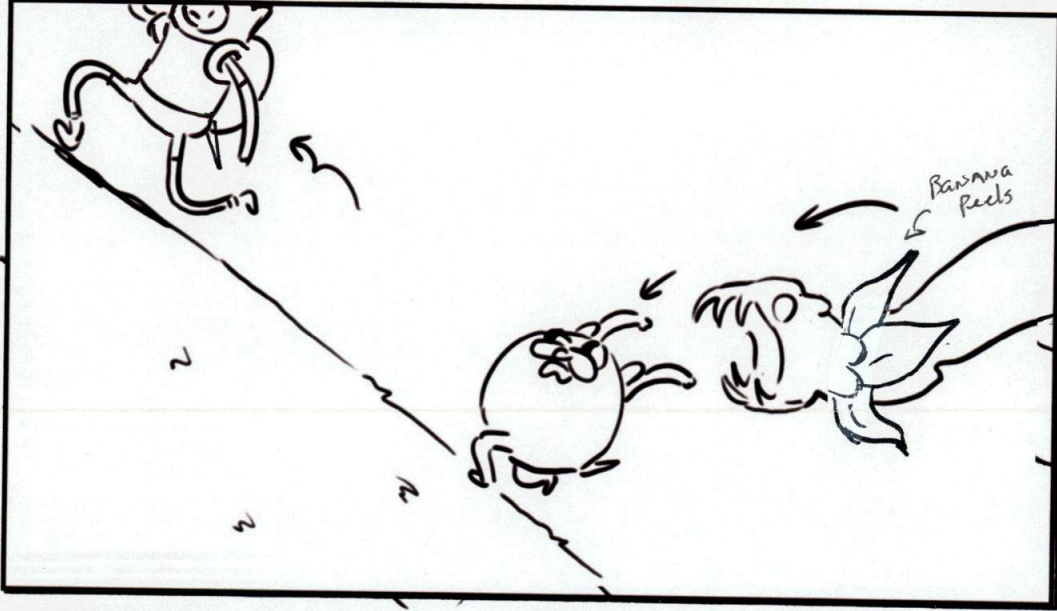
Sc.

65 CONT

Pnl. D

Bg.

day night



Sc.

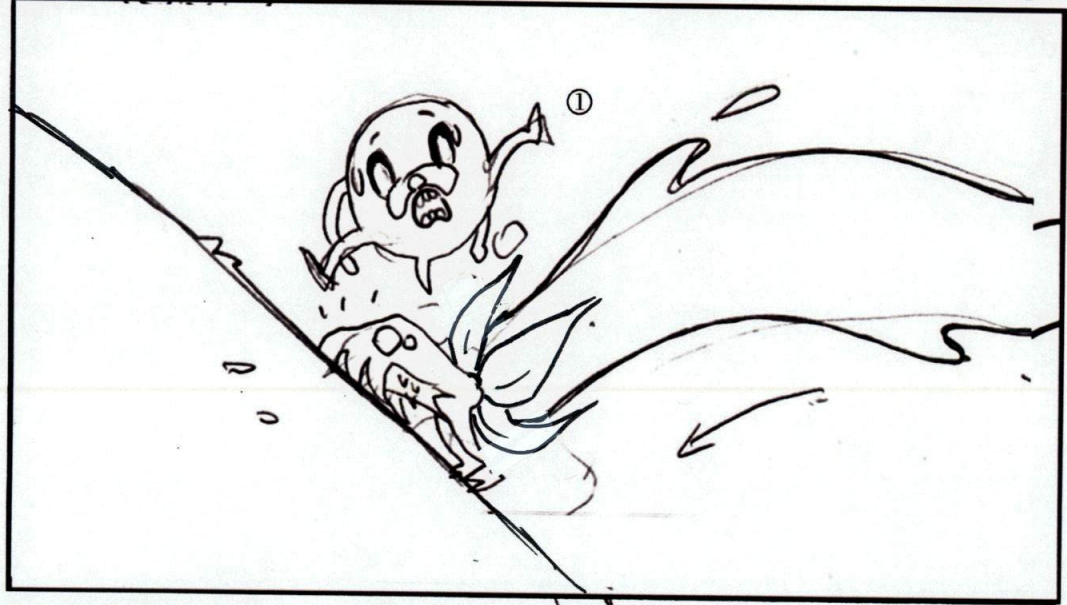
65 CONT

Pnl. E

Bg.

Page

101
101A NEXT
day night



Dialog:

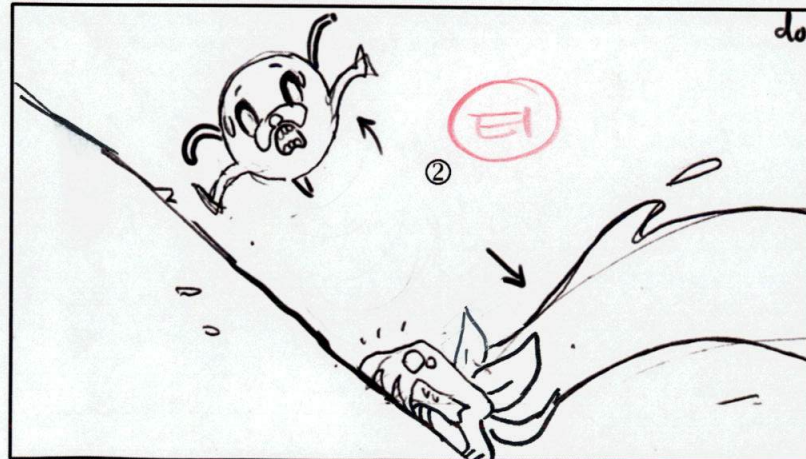
CD: HSSS! JAKE: YIPE!

Action:

- CUP DEMON BITES
- F RUNS OFF/S.

Timing:

AUG 18 2014



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1025-192

1025/192

Production :

1025/192

ADVENTURE TIME



66

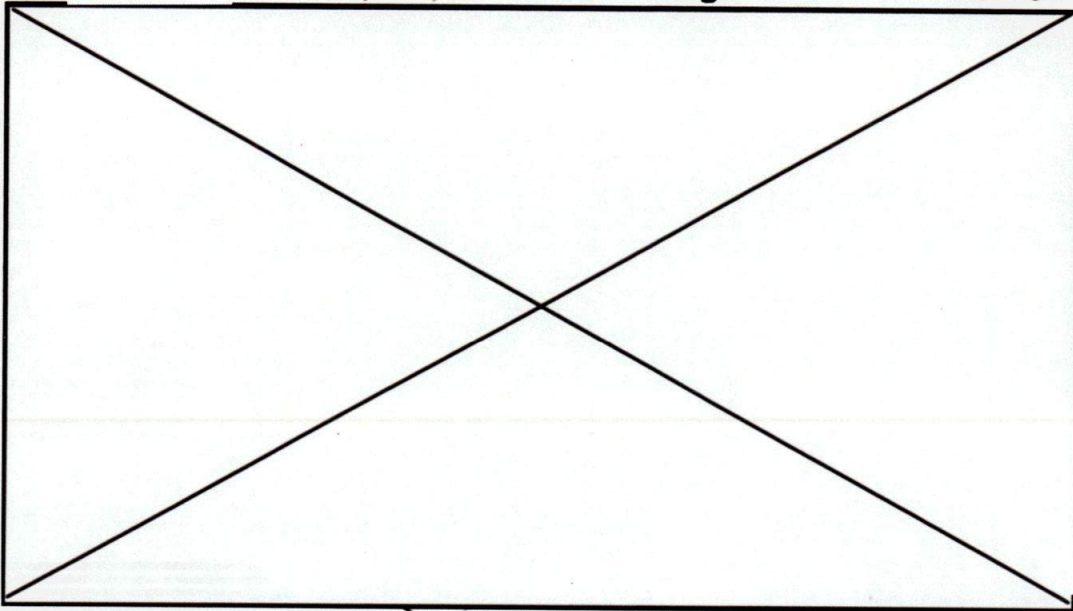
Page 101 A
101D NEXT
day night

Sc.

Pnl.

Bg.

day night



Sc.

Pnl. A

Bg.



Dialog:

Action:

Timing:

—
—
—

AUG 18 2014

EPISODE #

Production :

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1025/192

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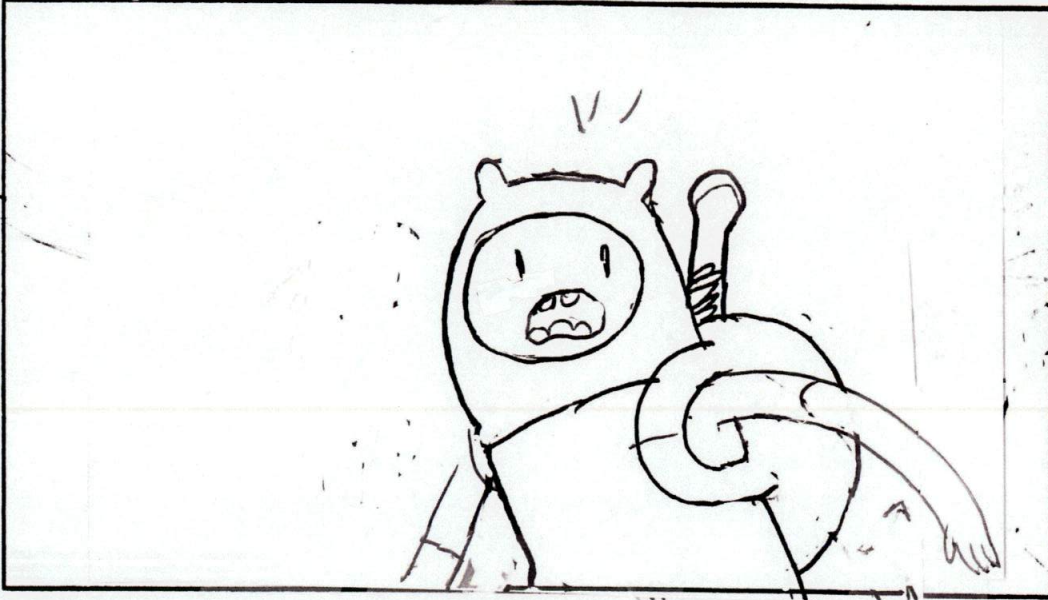


Sc.

66 CONT Pnl. B

Bg.

day night



Sc.

66 CONT Pnl. C

Bg.

Page

101 B
102 NEXT
day night



Dialog:

FINN: JAKE!!!

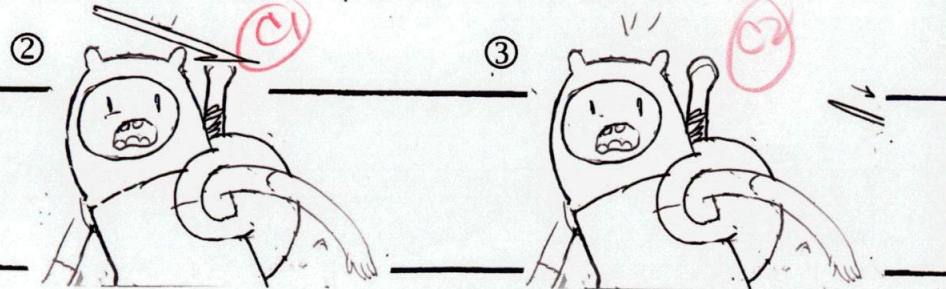
AUG 18 2014

Action:

- F. STOPS
RUNNING.

- CROSSROW BOLT FLIES PAST FINN

Timing:



Production :

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ADVENTURE TIME



Sc. 67

Pnl. A

Bg.

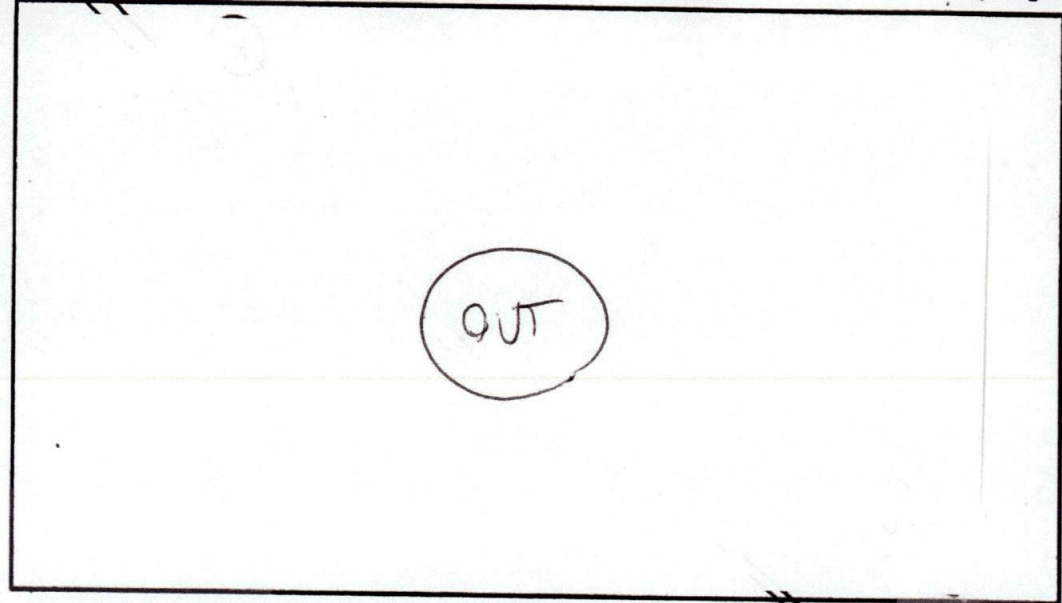
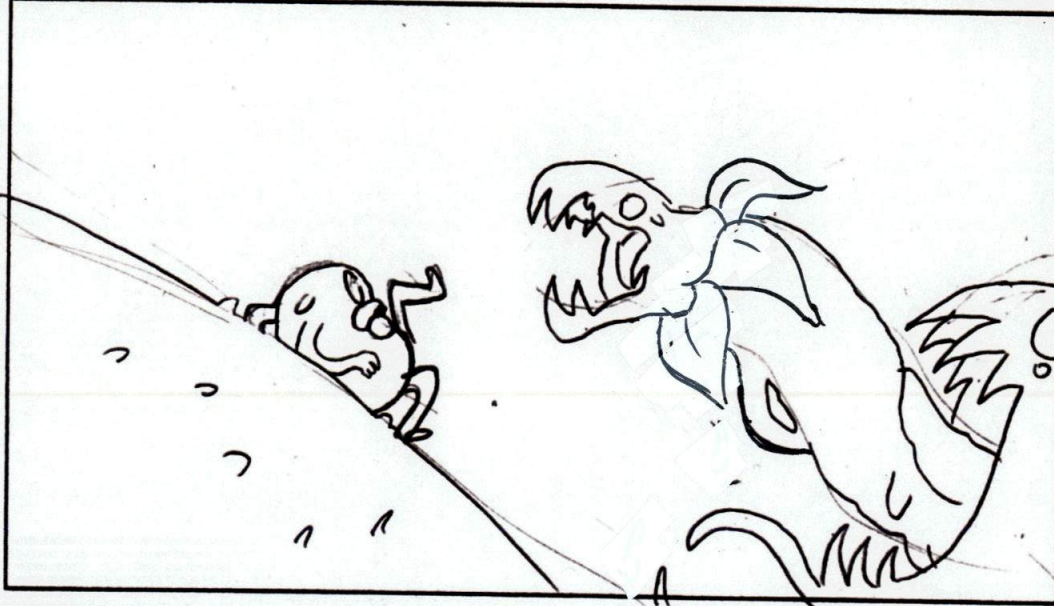
day night

Sc.

Pnl.

Bg.

Page 102
day night



Dialog:

Action:

Timing:

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Production :

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1025/192

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ADVENTURE TIME

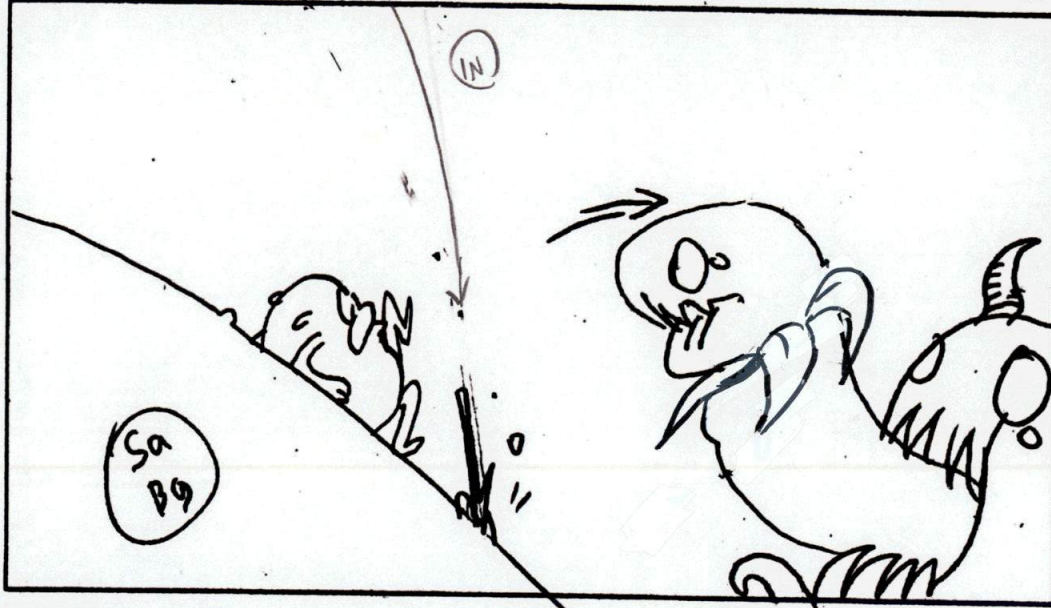
NO SC'S
68-69

Sc. 67 CONT

Pnl. B

Bg.

day night



Sc. 70

Pnl. A

Bg.

day night



Dialog:

SFX: SHKK!

F: OH!

Action:

- BOLT LANDS BETWEEN

Timing:



- F TURNS

AUG 18 2014

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Production:

1025/192

1025/192

1025/192

ADVENTURE TIME



Sc. 71

Pnl. A

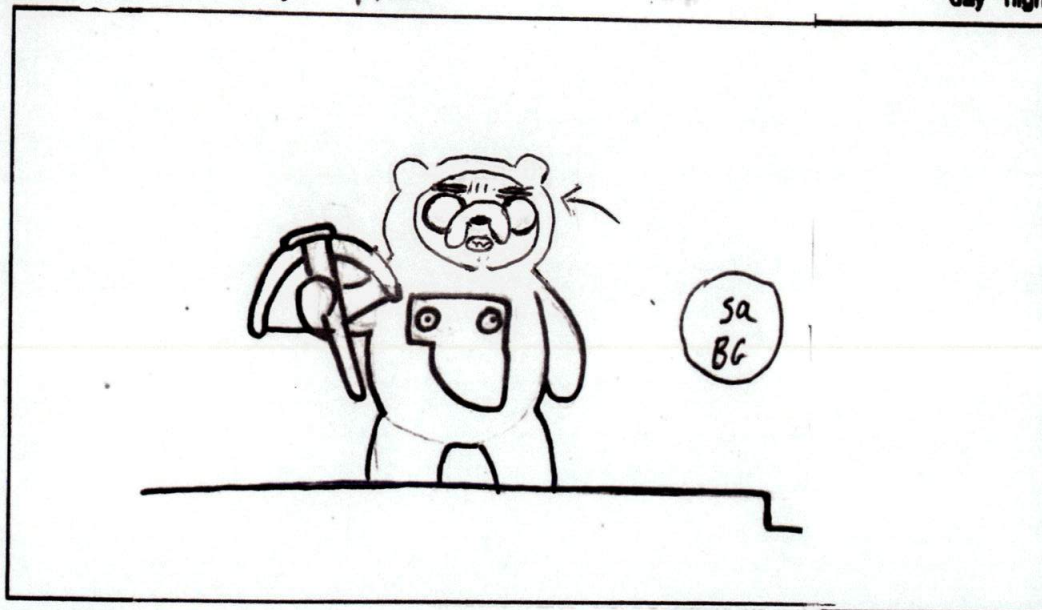
Bg.

day night

Page 104

Sc. 71 CONT Pnl. B

day night



Dialog:

Jer)-- oh , YOU GUY REALLY CAME.

Action:

Timing:

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1025/192

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ADVENTURE TIME

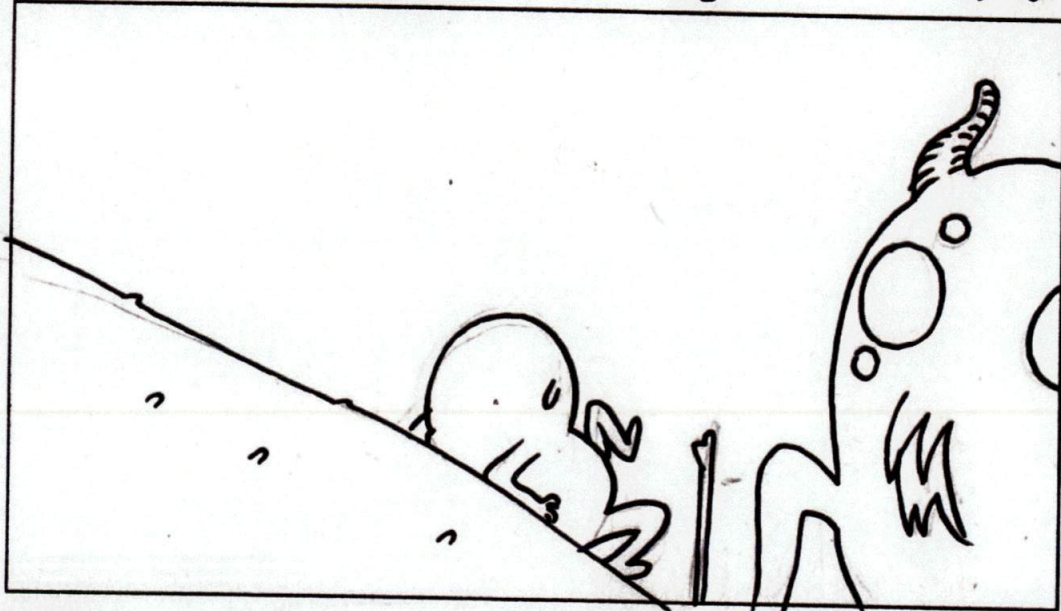


Sc. 72

Prn A

Bg.

day night



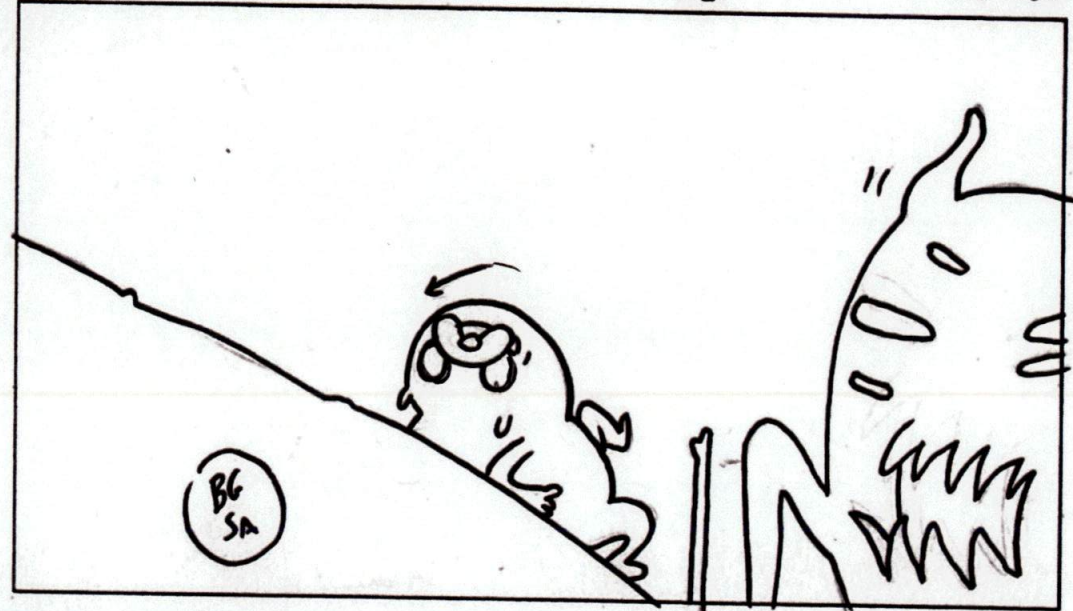
Sc. 72

CONT

Prn B

Bg.

day night



Dialog:

↓: Hey, BRO.

Action:

Timing:

AUG 18 2014

EPISODE #

Production :

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1025/192

1025/192

ADVENTURE TIME



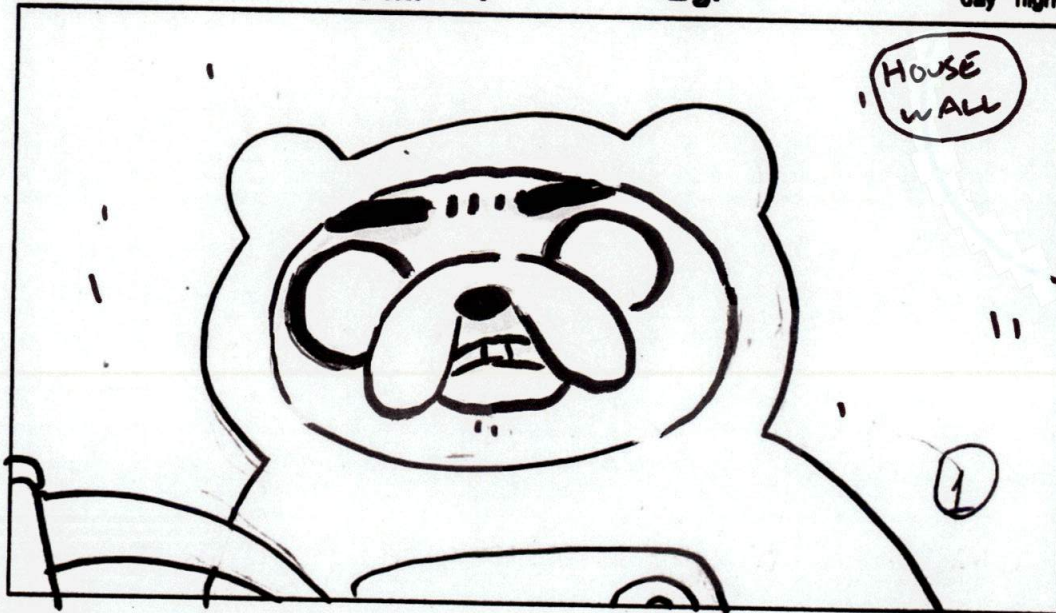
Page 106

Sc. 73

Pnl. A

Bg.

day night



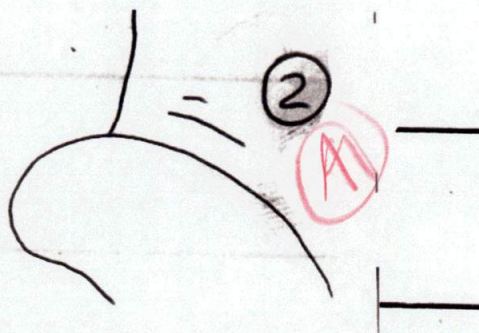
Dialog:

Jer)

well since you QUICK, Get behind the salt barrier !

Action:

Timing:



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1025/192

Production :

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ADVENTURE TIME



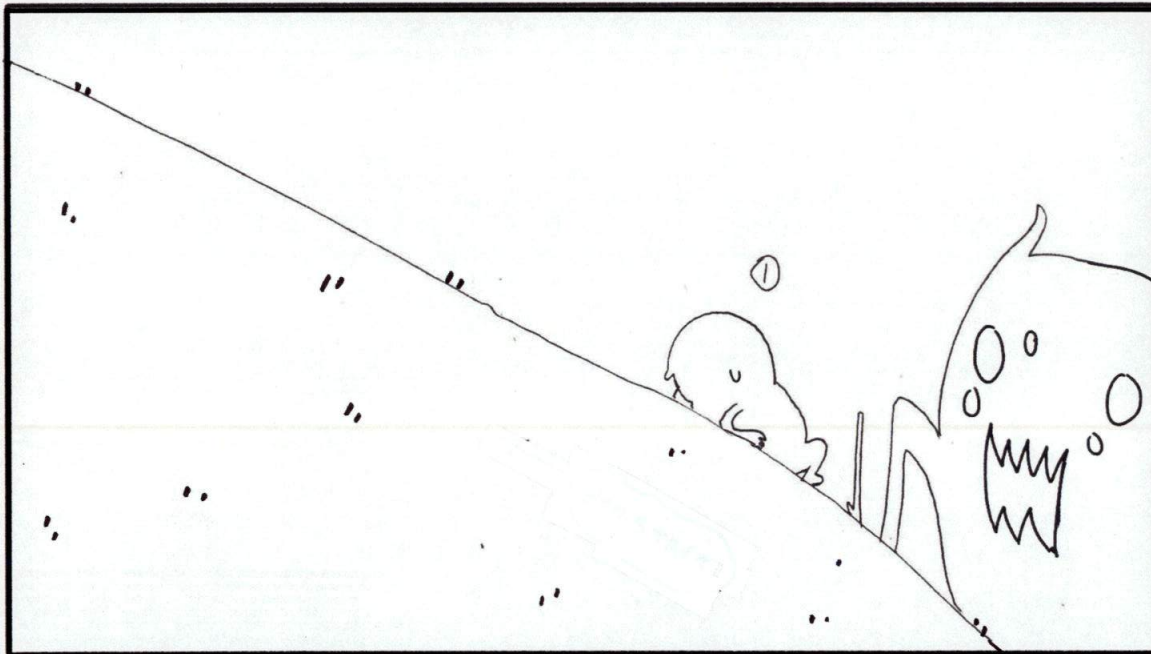
Page 107
107A NEXT
day night

Sc. 74

Pnl. A

Bg.

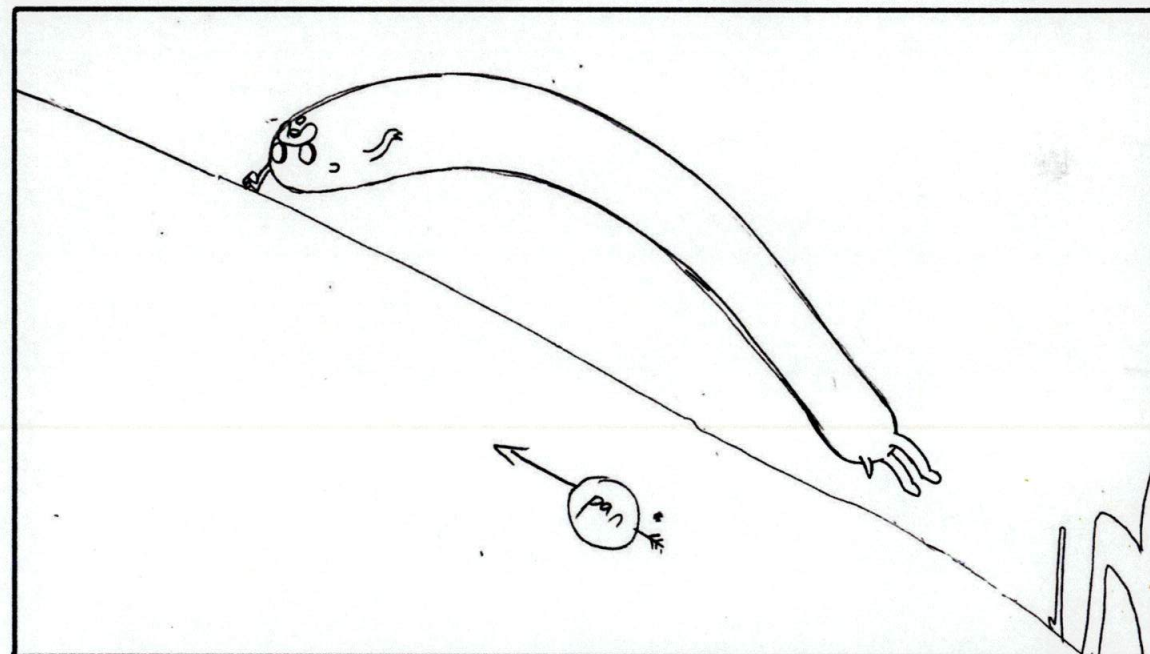
day night



Sc. 74 CONT

Pnl. B

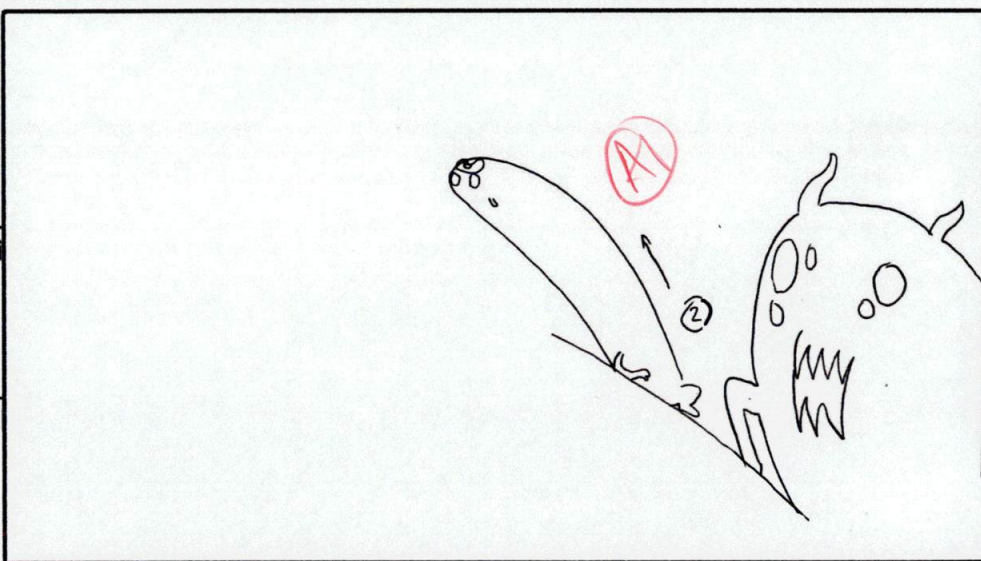
Bg.



Dial

Acti

Tim



REF. FOR PAN ON PG. 107B

- F & J RUN UP HILL, PURSUED BY DEMONS

AUG 18 2011

- PAN STARTS ON POSE ② OF PNL.A

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1025/192

Production:

1025/192

ADVENTURE TIME



Sc. 74 CONT

Pnl. C

Bg.

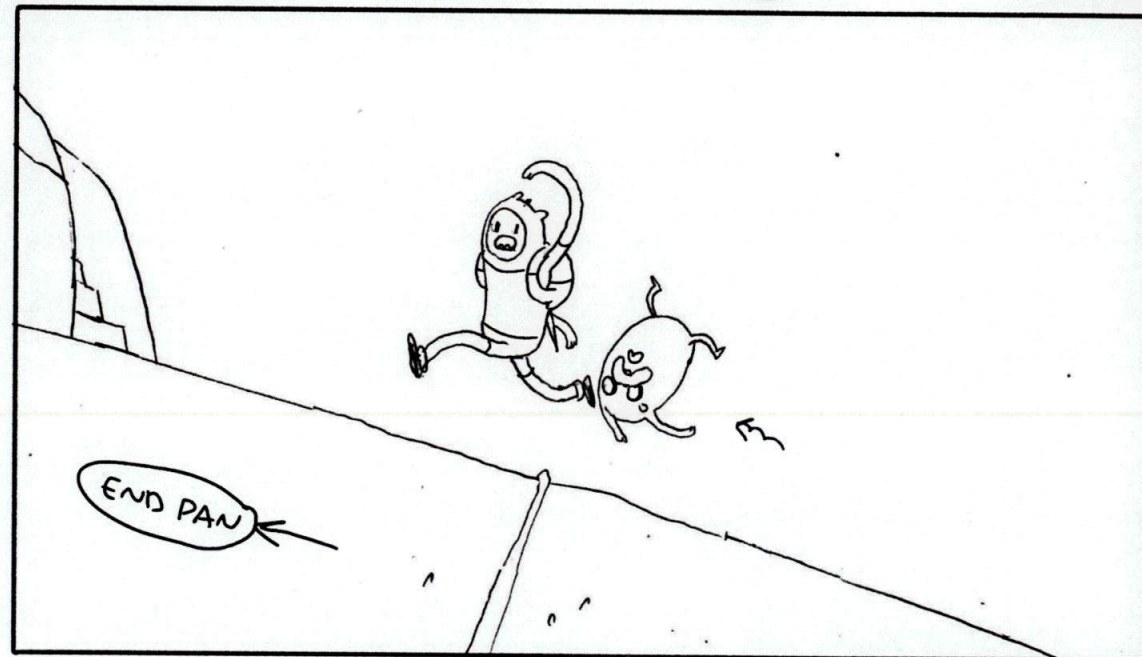
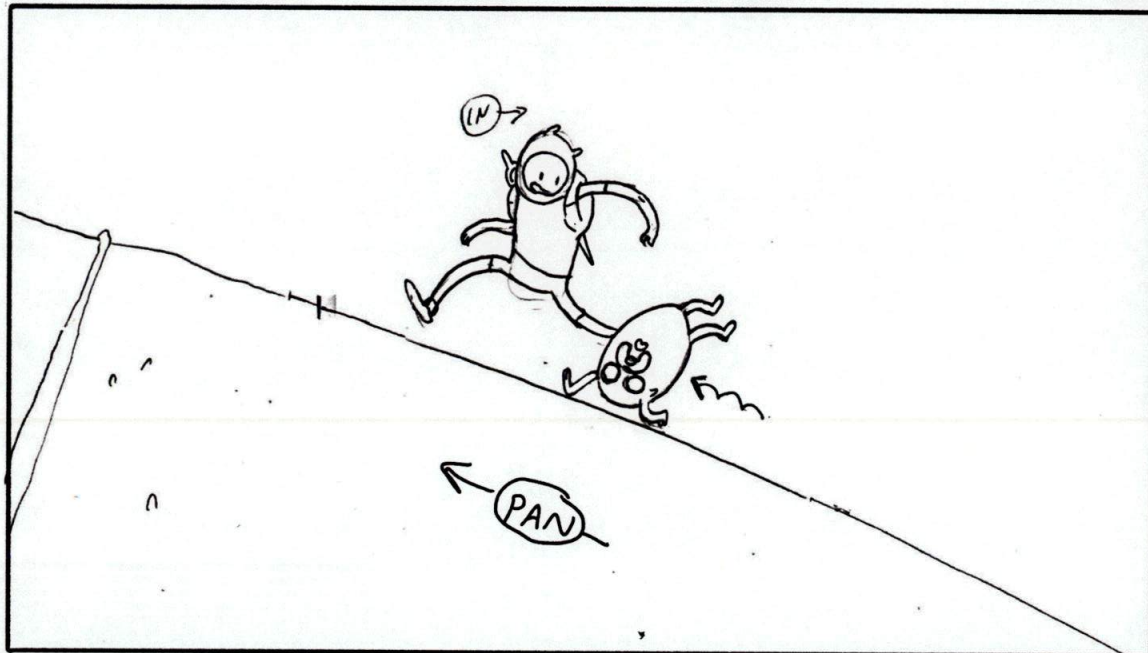
day night

Sc. 74 CONT

Pnl. D

Bg.

Page 107A
1070 NEXT
day night



Dialog:

Action:

Timing:

AUG 18 2014

1025/192

EPISODE # 1025-192

Production:

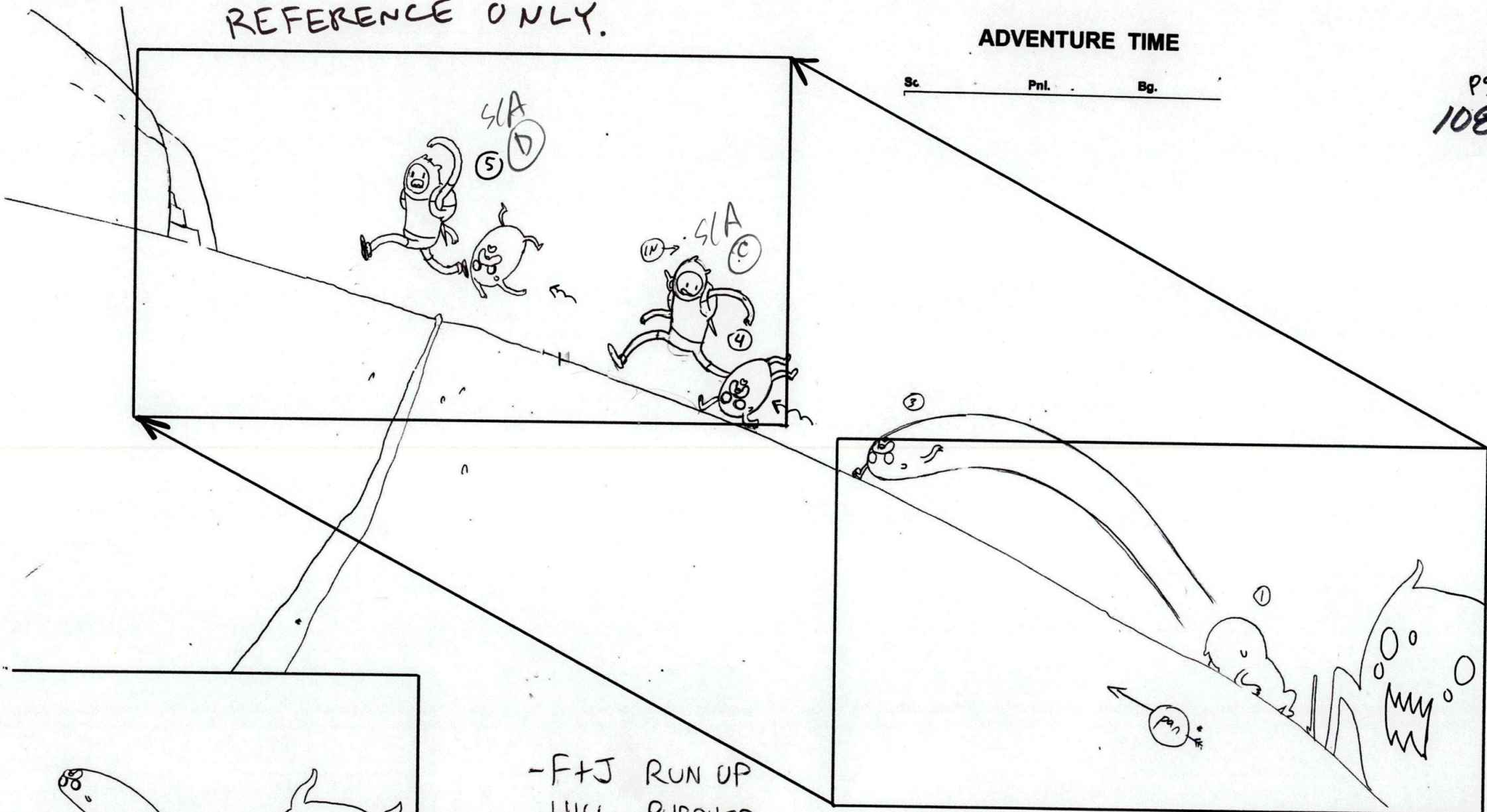
1025/192

REFERENCE ONLY.

ADVENTURE TIME

Sc. Pnl. Bg.

pg 107 B
108 NEXT



-F+J RUN UP
HILL, PURSUED
BY DEMONS

≧ PAN REF ≦

Sc. 74

AUG 18 2014

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1025/192 1025-192

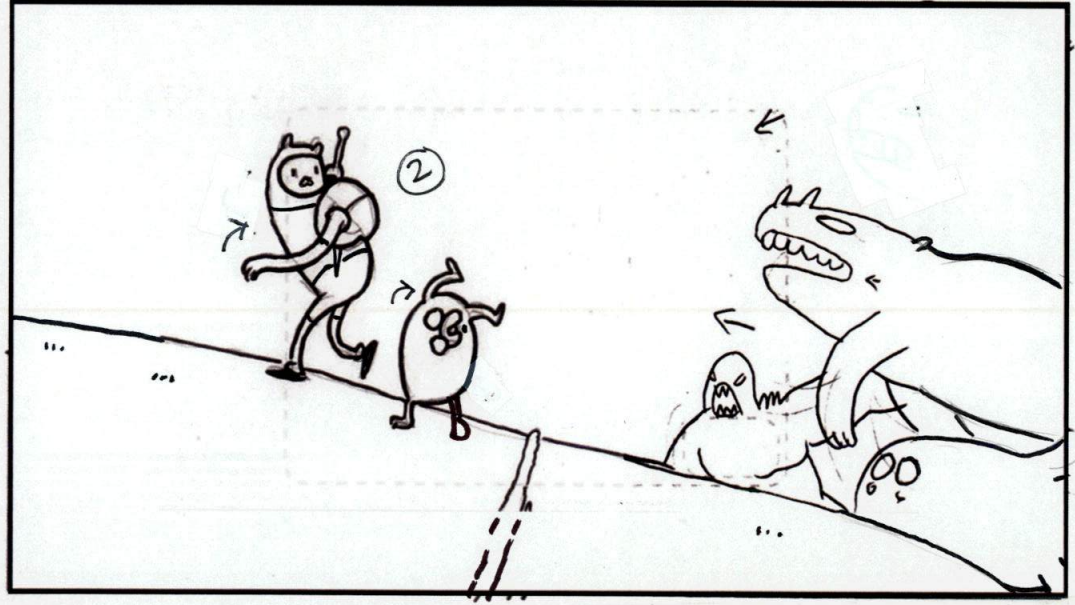
NO SC 75

ADVENTURE TIME

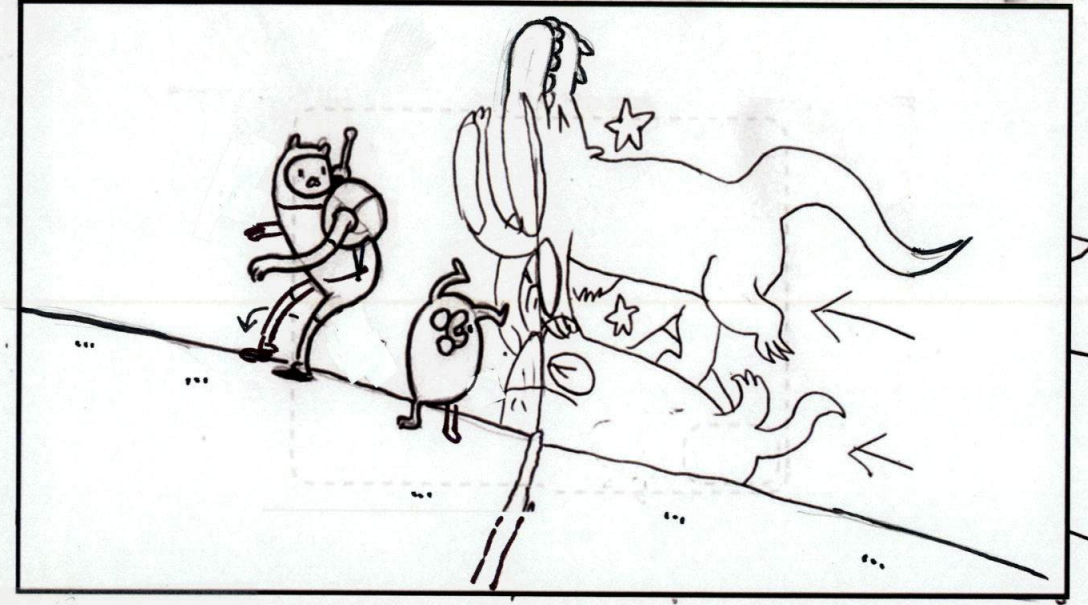


Page 108

Sc. 74 CONT Pnl. E Bg. day night



Sc. 74 CONT Pnl. F Bg. day night



Dialog:

DEMONS : ANGRY WALLA

Action:

Timing:



DEMONS : *IMPACT*

- DEMONS STOP AT INVISIBLE BARRIER

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ADVENTURE TIME

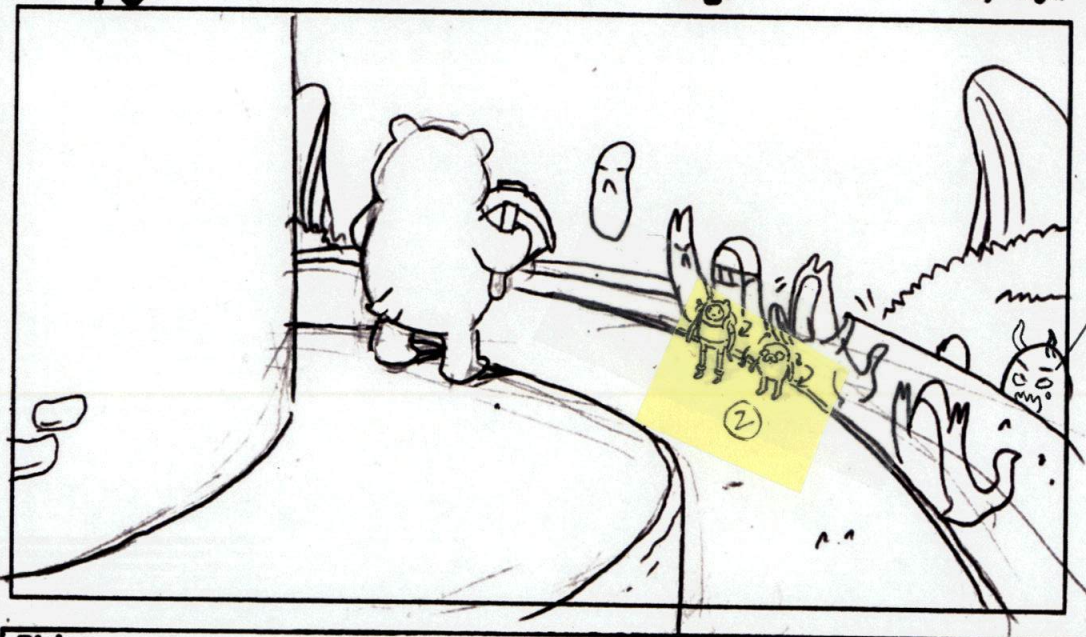


Sc. 76

Pnl. A

Bg.

day night



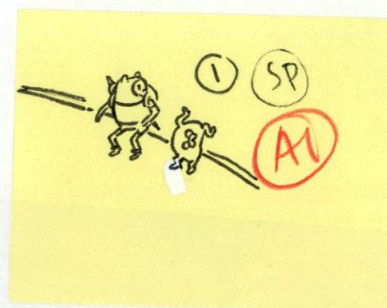
Dialog:

JER: THEY CAN'T CROSS THE CIRCLE.

Action:

-J. TRANSFORMS BACK TO NORMAL

Timing:



Page 109
109A NEXT

EPISODE #

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Production :

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ADVENTURE TIME

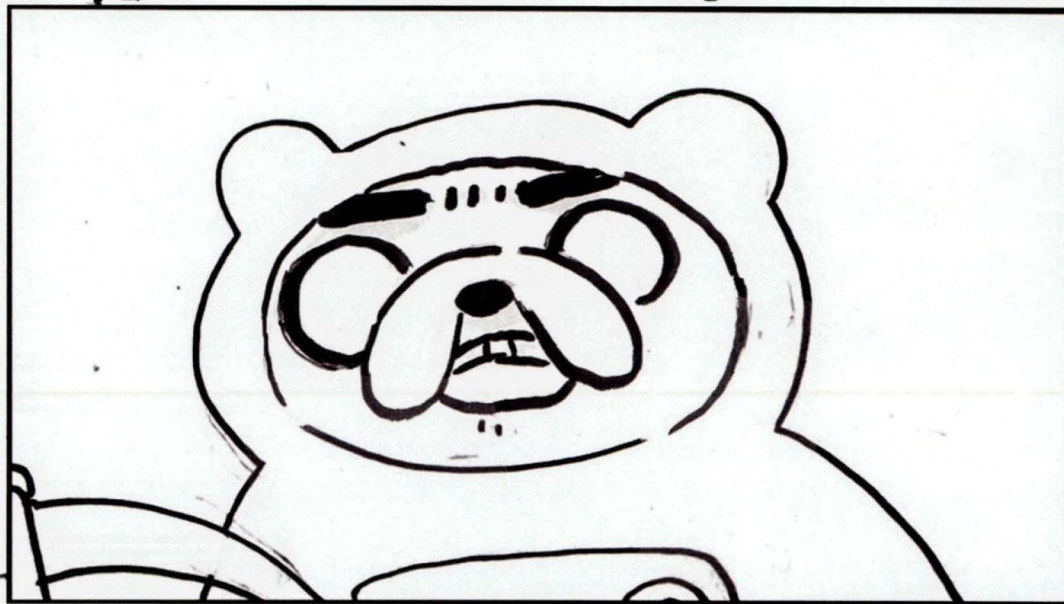


Sc. 76A

Pnl. A

Bg.

day night

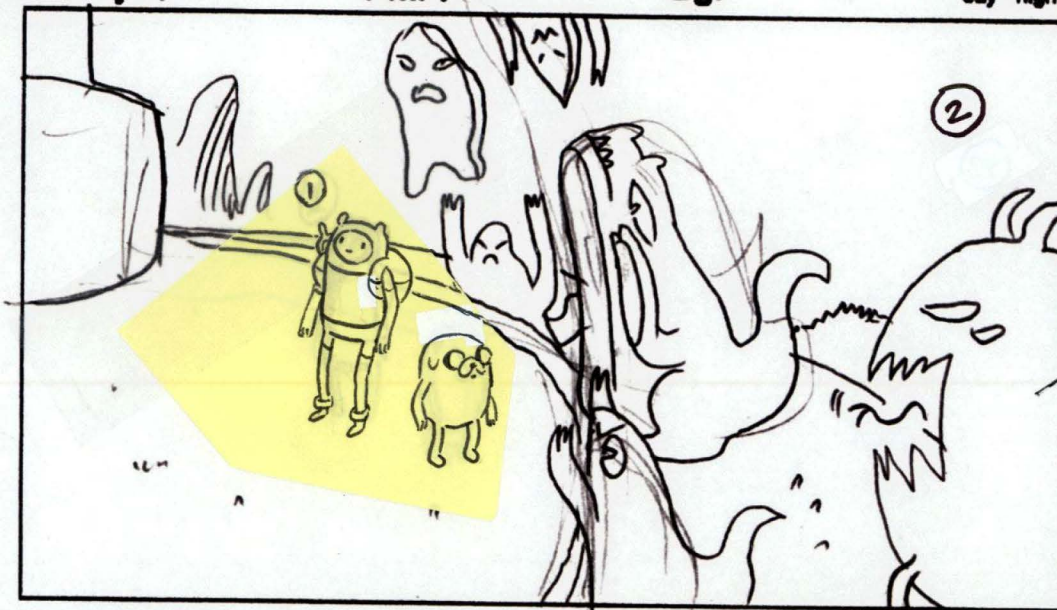


Sc. 77

Pnl. A

Bg.

Page 109A
110 NEXT
day night



CUP
DEMON

EPISODE #

1025-192

1025/192

Dialog:

Jermaine/ It's made from dad's old
Shaman blessed, Sage infused
salt.

DEMONS: [GROWLING, LOW]

Action:

Timing:

AUG 18 2014

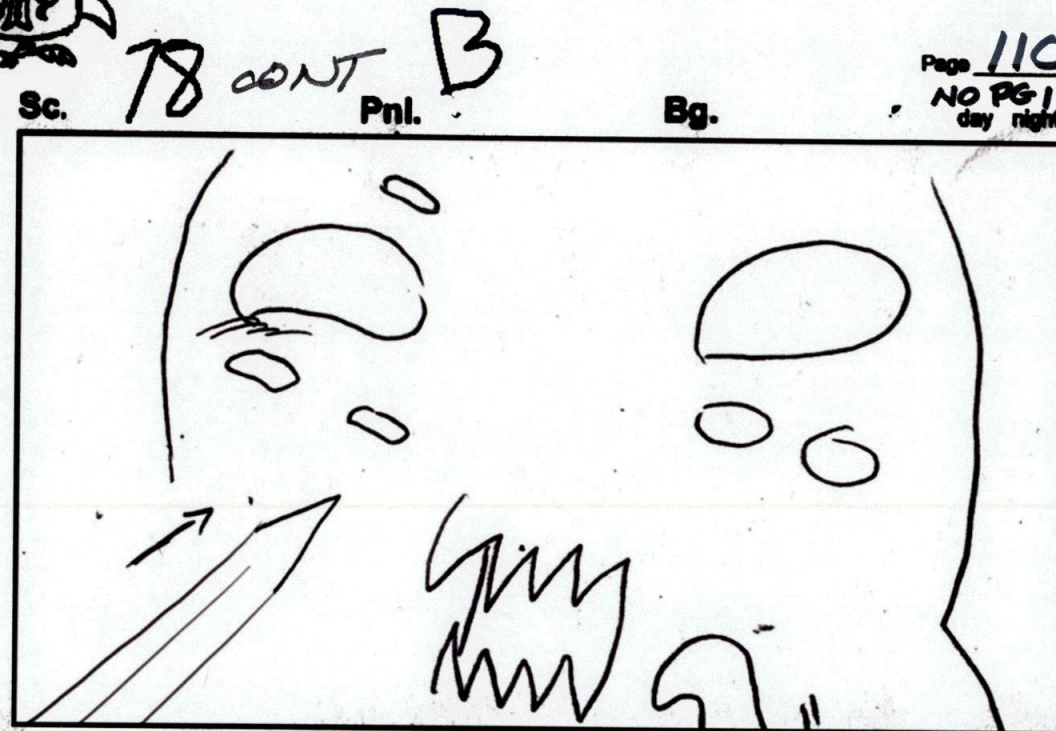
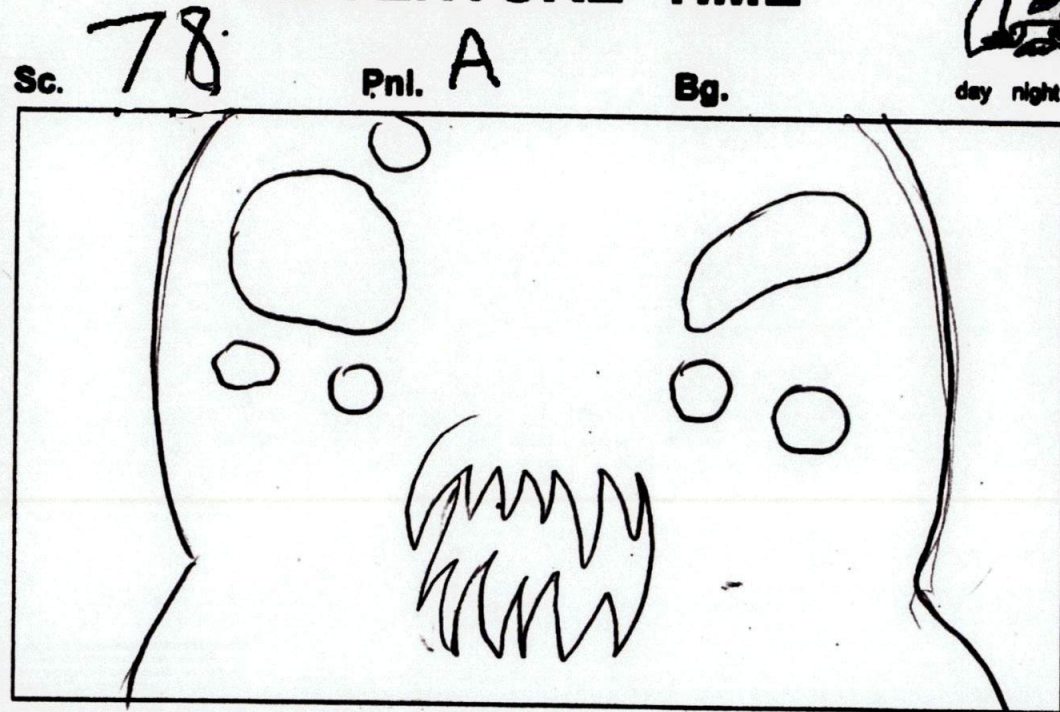
(AI)



1025/192

1025/192

ADVENTURE TIME



Page 110
NO PG 111
day night

Dial: CUP DEMON : RETURN MY CUP! RETURN MY CUP! — CD STOP POKING ME.

Action: — F. POKES AT DEMON

Timing:

②

③

④

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ADVENTURE TIME

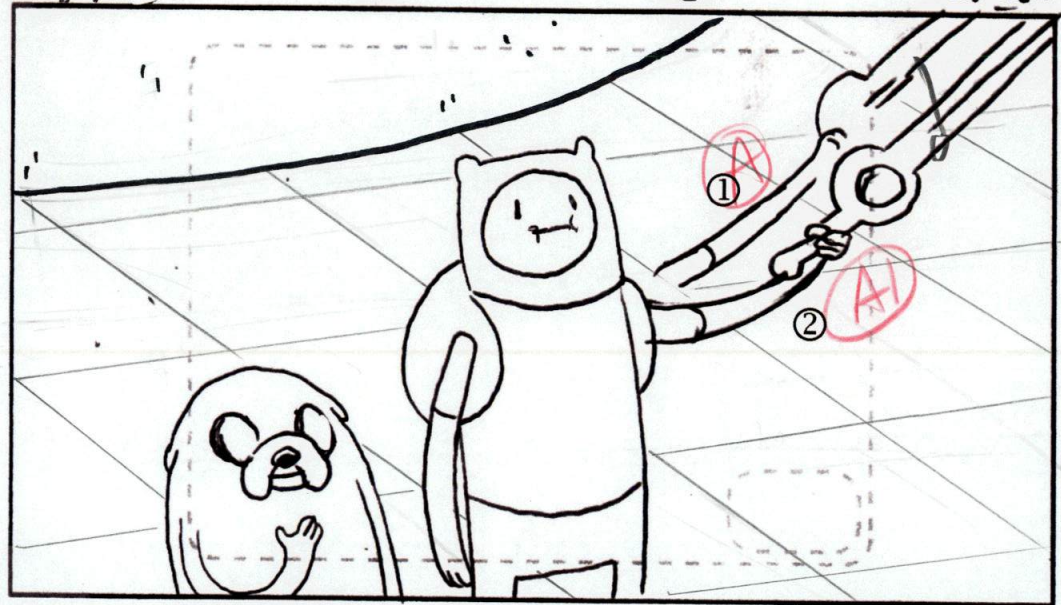


Sc. 79

Pnl. A

Bg.

Page 112
112A NEXT
day night



Dialog:	J: Heh, Heh, Heh
Action:	
Timing:	

AUG 18 2014

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Production :

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ADVENTURE TIME



NO SC 81

Sc. 80

Pnl. A

Bg.

day night

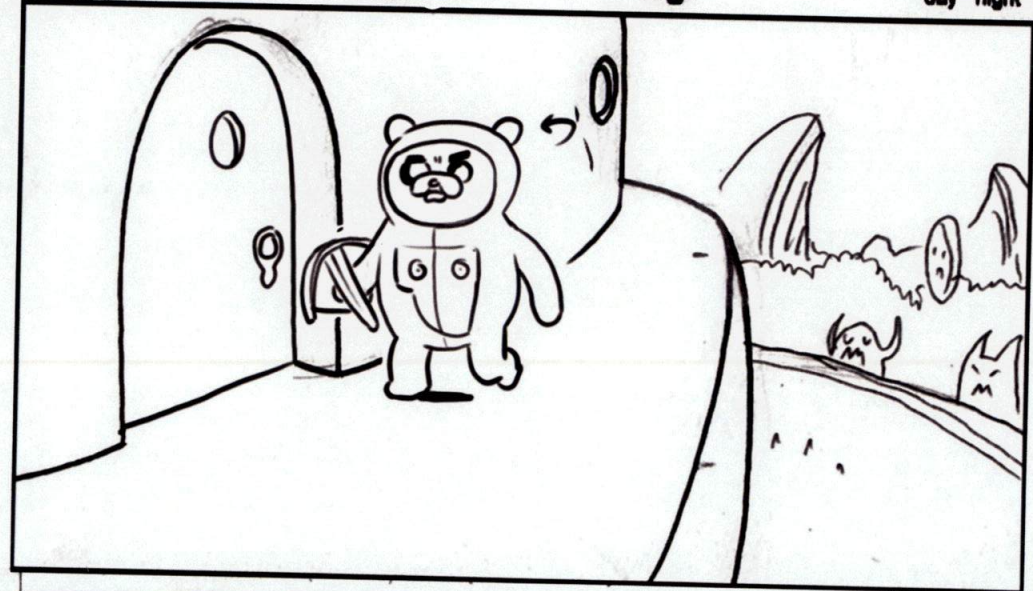


Sc.

80 cont

Pnl. B

Bg.



Page 112A
113 NEXT
day night

Dialog:

Jer : knock IT OFF, GUYS.

Action:

Timing:

Jer: Just get in the house.

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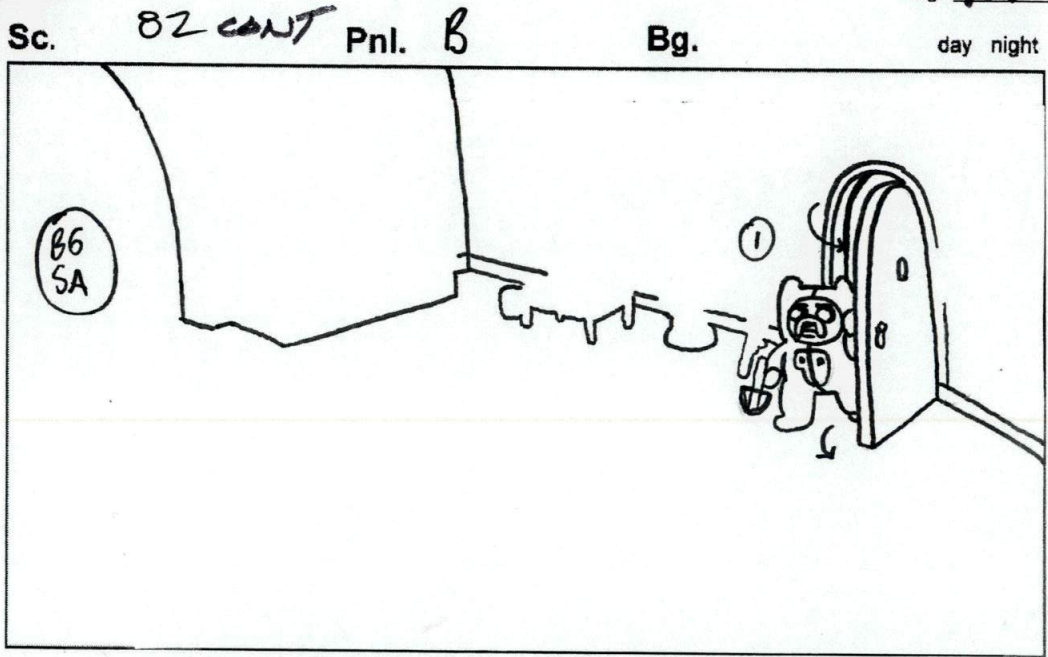
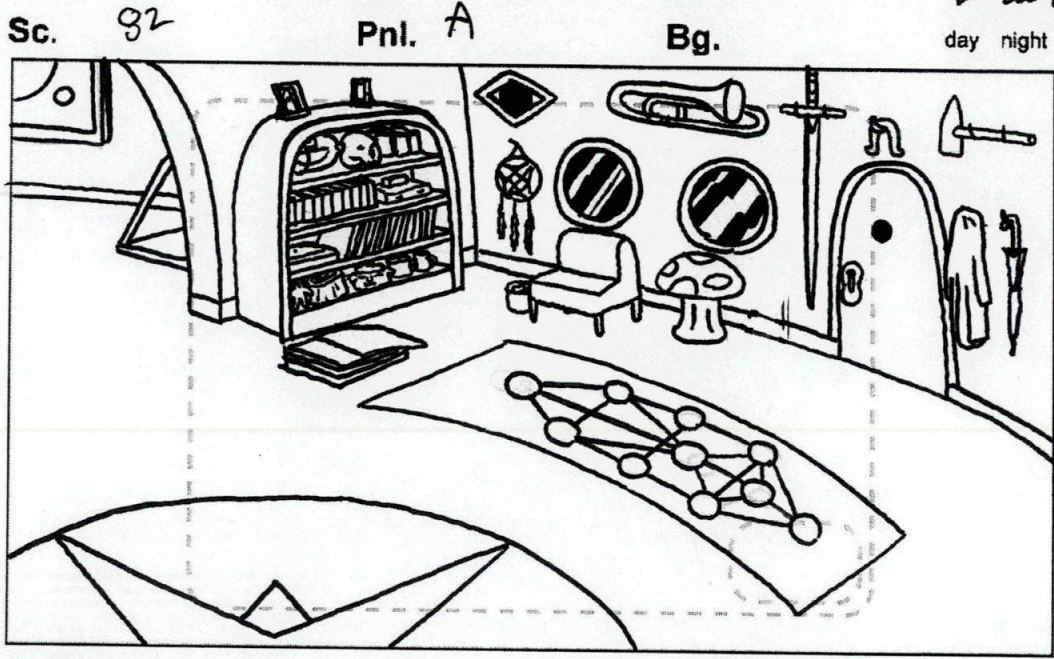
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ADVENTURE TIME



NO SC. 81

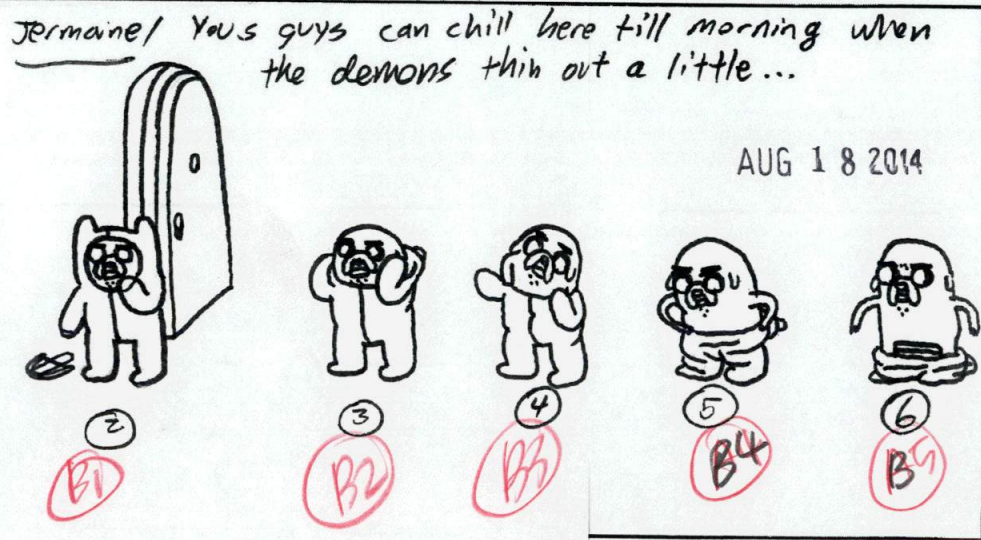
Page 113



Dialog:

Action: -J. WALKS INSIDE AND TAKES OFF SUIT.

Timing:



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Production :

1025/192

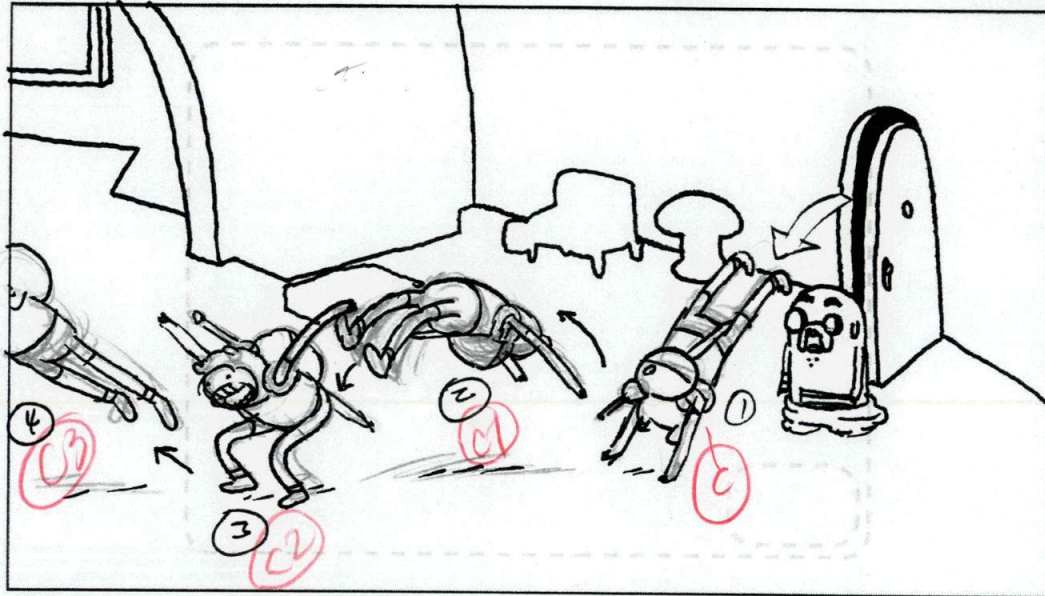
1025/192

ADVENTURE TIME



Sc. 82 CONT Pnl. C Bg.

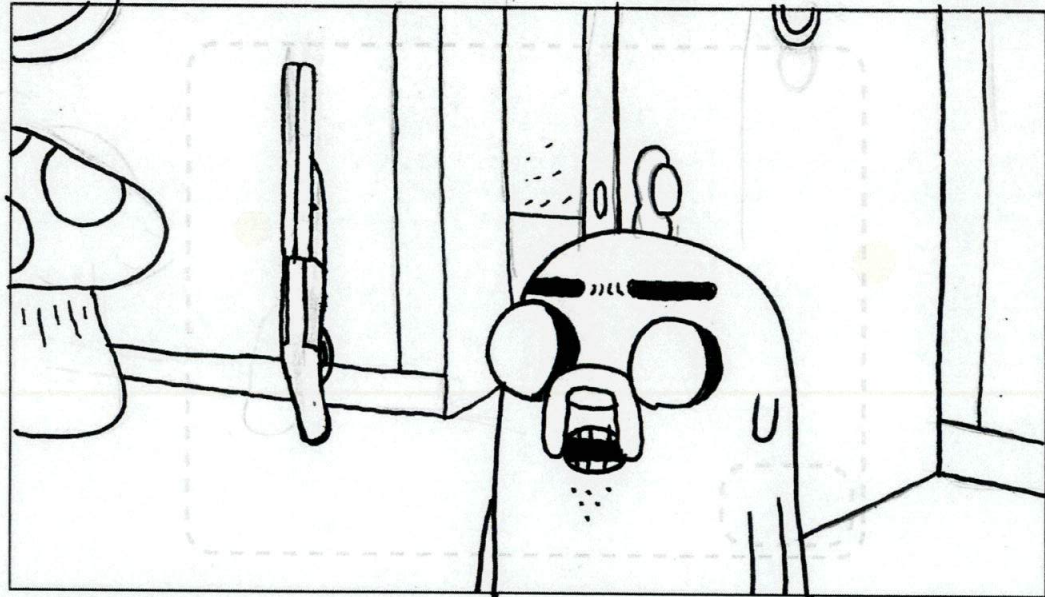
day night



Sc. 83

Pnl. A Bg.

day night

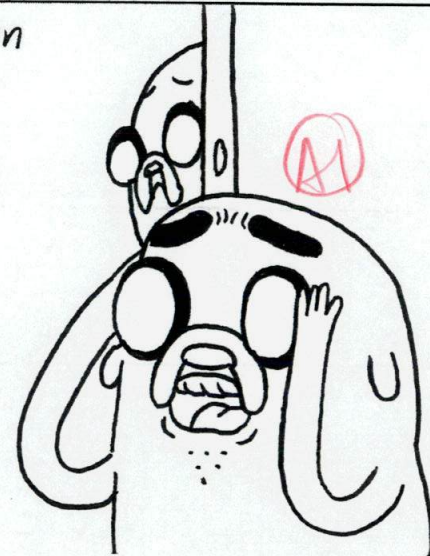


Dialog: Finn/ WOOO!!

Action: Finn flip into house

Timing:

Jermaine/ Ouuu Finn
Oh no!



AUG 18 2

EPISODE #

Production :

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1025/192

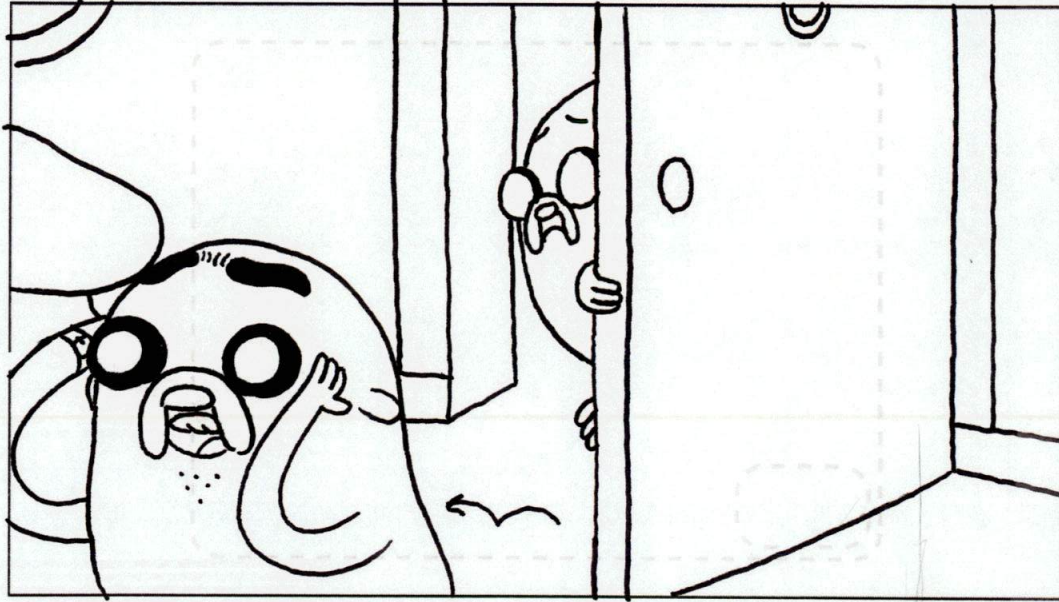
1025/192

ADVENTURE TIME

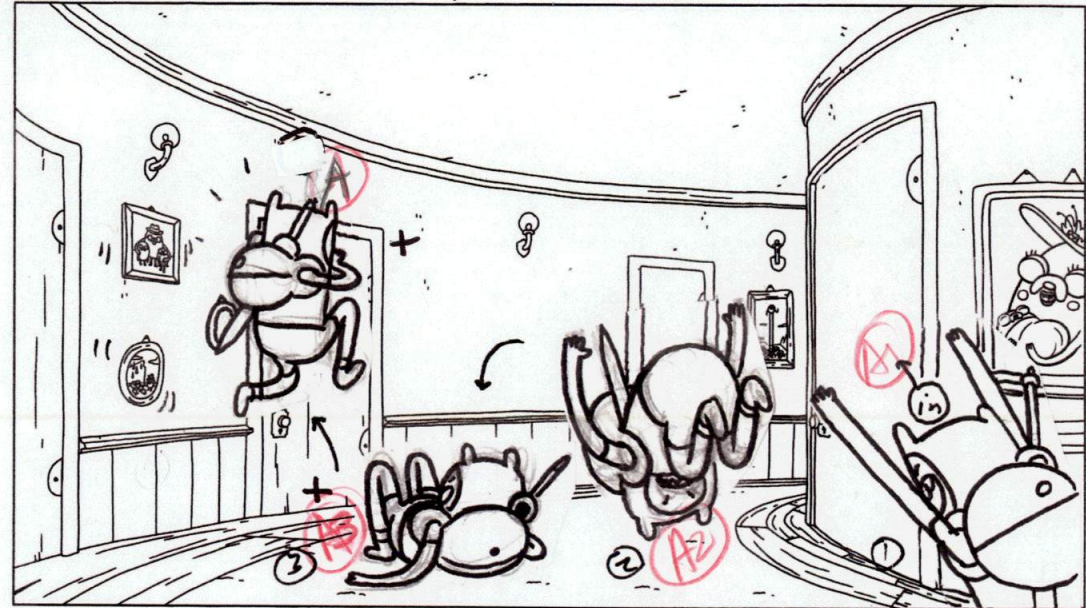


Page **115**

Sc. **83 CONT** Pnl. **B** Bg. day night



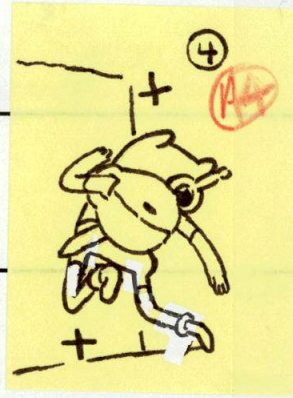
Sc. **84** Pnl. **A** Bg. day night



Dialog: Jermaine / Instant regret!

Finn / woo my house!

Action:



-hop up against wall - rattle pictures

(DESIGN NOTE: HALLWAY FROM MEMORY OF A MEMORY)

Timing:

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Production :

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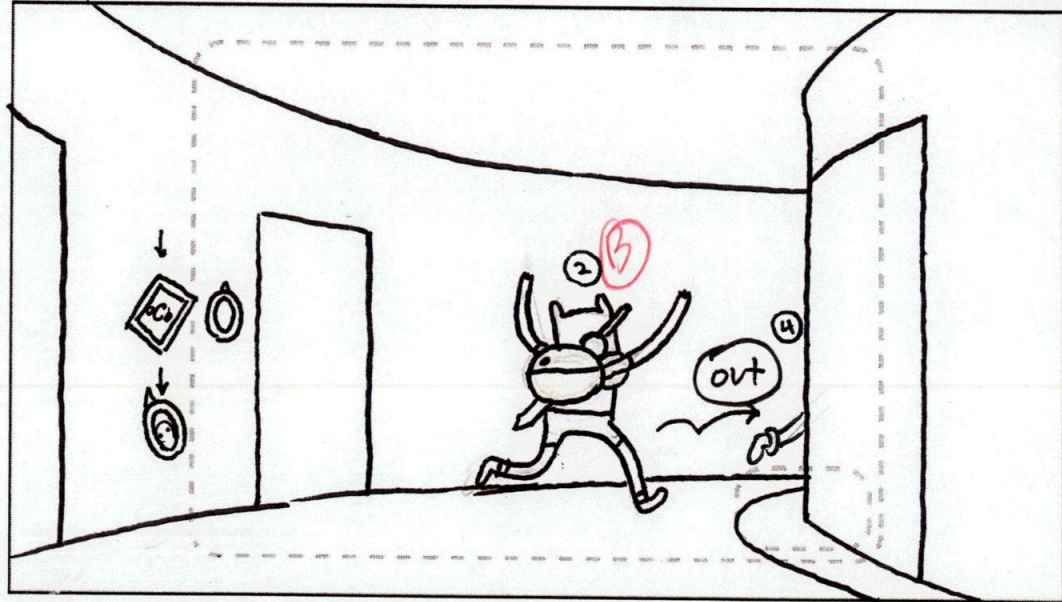
1025/192

1025/192

ADVENTURE TIME



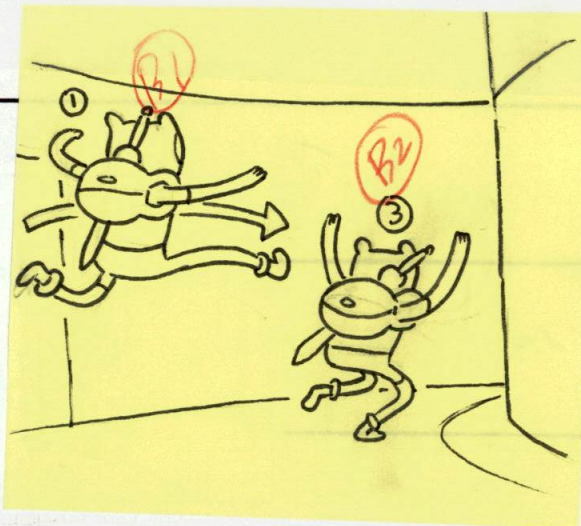
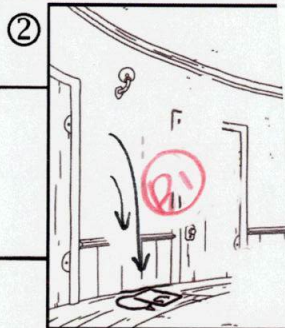
Sc. 84 CONT Pnl. B Bg. day night



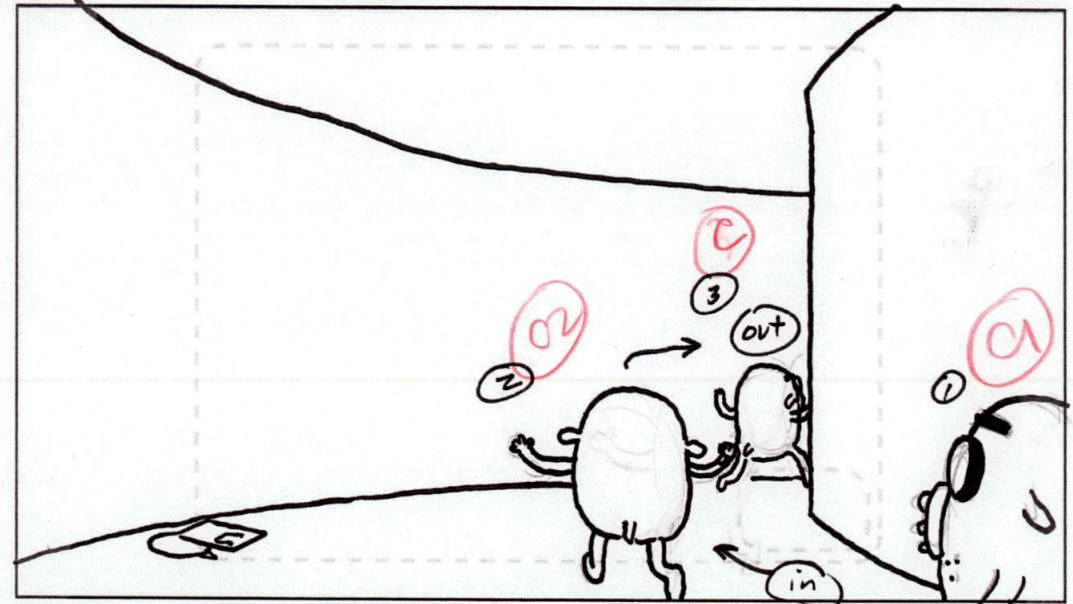
Dialog: Finn! my house!

Action: - pictures fall off wall

Timing:



Sc. 84 CONT Pnl. C Bg. day night



Dialog: Jermaine! instant regret!

Action: - JERMAINE RUNS ON/S AND DOWN HALL.

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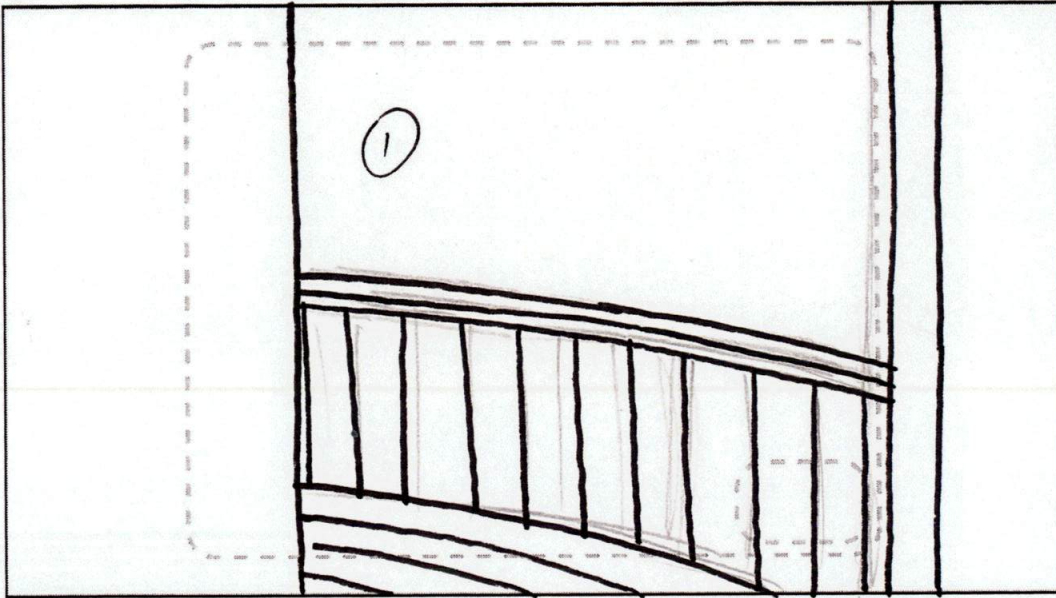
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ADVENTURE TIME

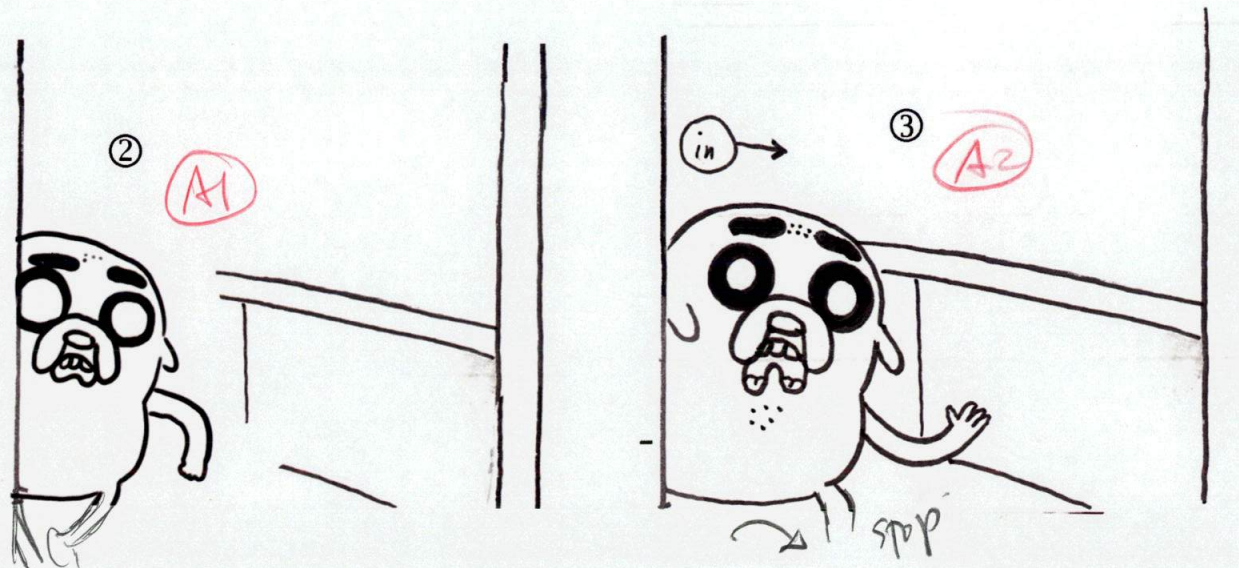


Page **17**

Sc. **95** Pnl. **A** Bg. day night



Dialog: Jermaine/GASP!
Action: -JER RUNS ON/S.
Timing:



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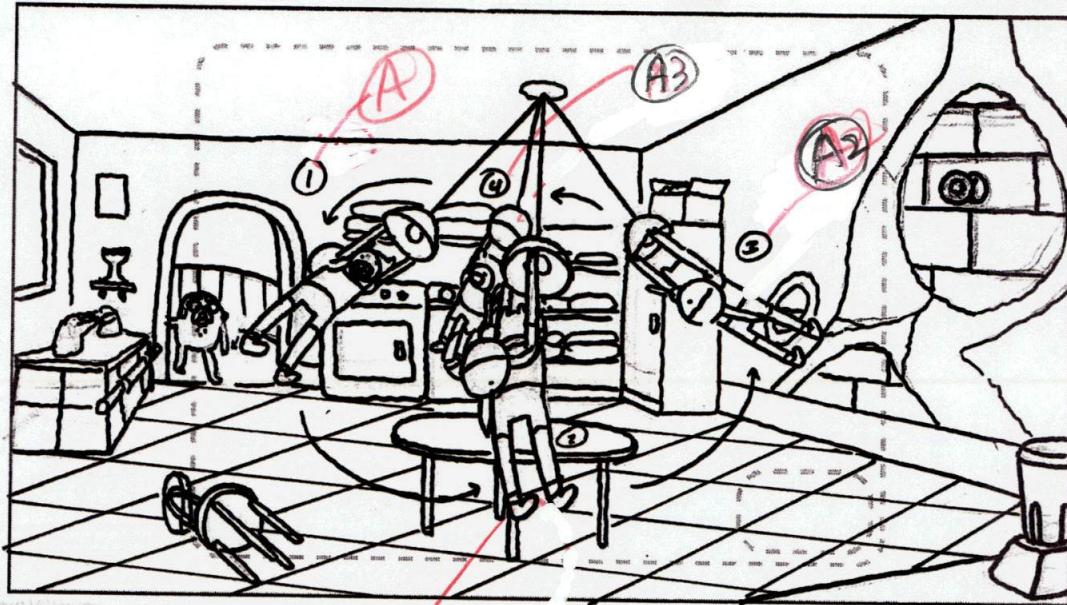
1025/192

1025/192

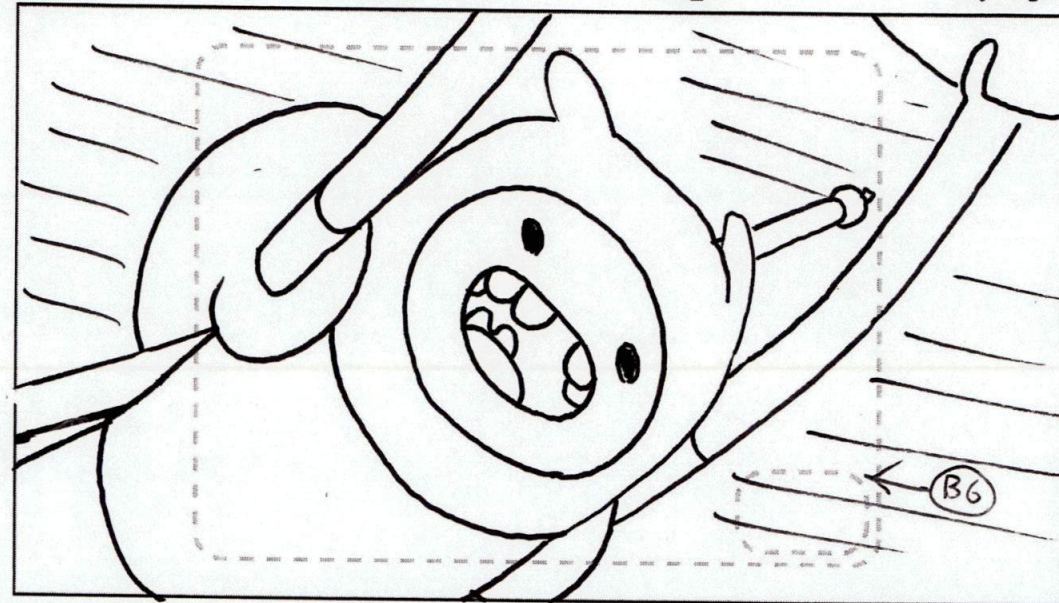
ADVENTURE TIME



Sc. 86 Pnl. A Bg. day night



Sc. 87 Pnl. A Bg. day night Page 118



Dialog:

Finn / wooh! remember jermaine?!

F / We did this when we wanted to make room for desert!

Action:

Jermaine lowers arm
Finn cycles x 2

Timing:

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ADVENTURE TIME

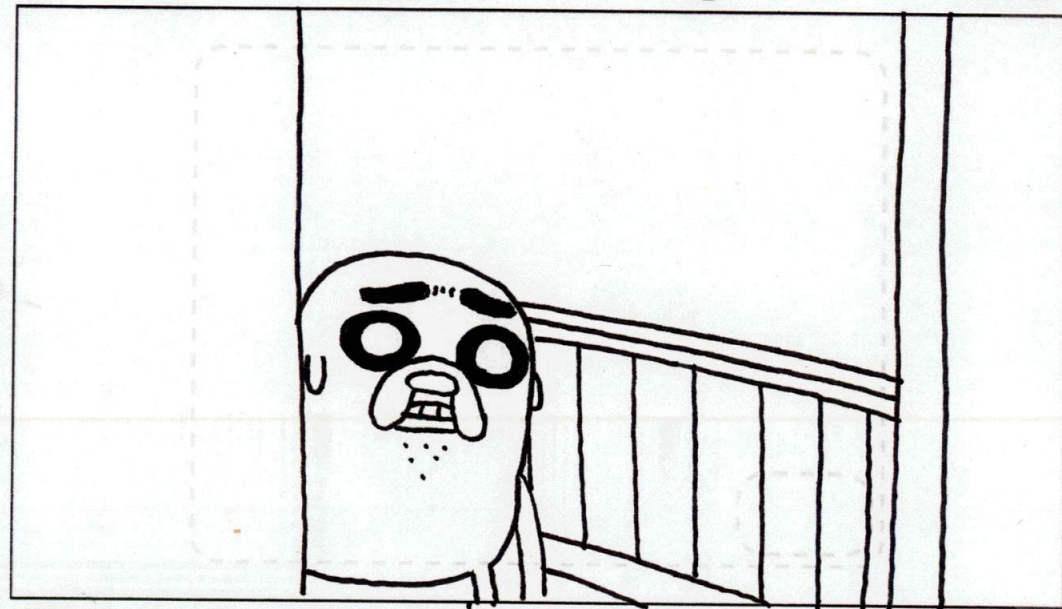


Sc. 88

Pnl. A

Bg.

day night



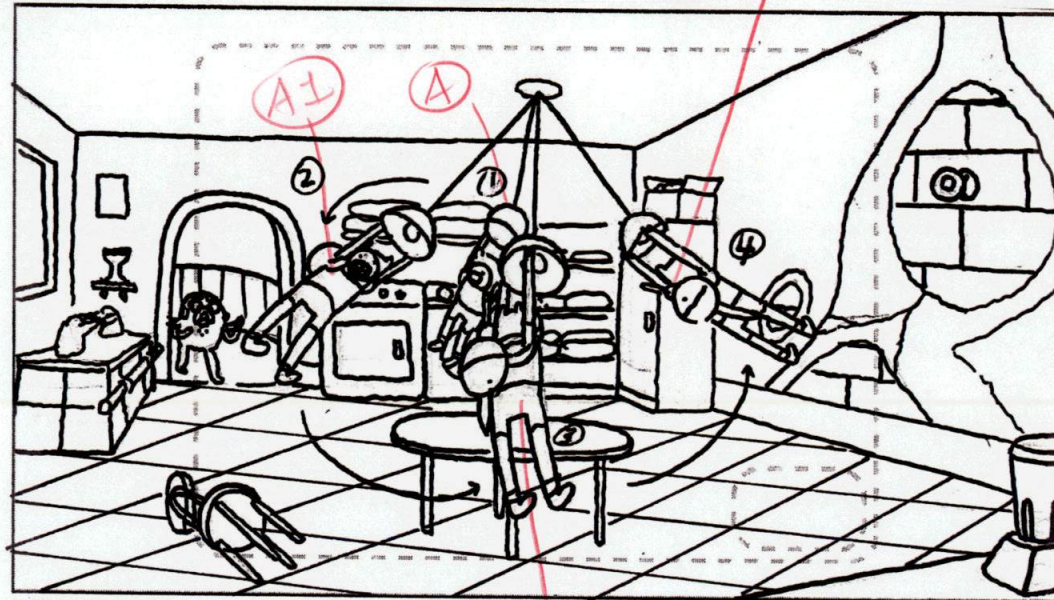
Sc. 89

Pnl. A

Bg.

Page 119

day night



Dialog:

Jermaine / ① I don't ② care about that memory.

Action:

Timing:



Finn / ①-③ what?

A2

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1025/192

1025/192

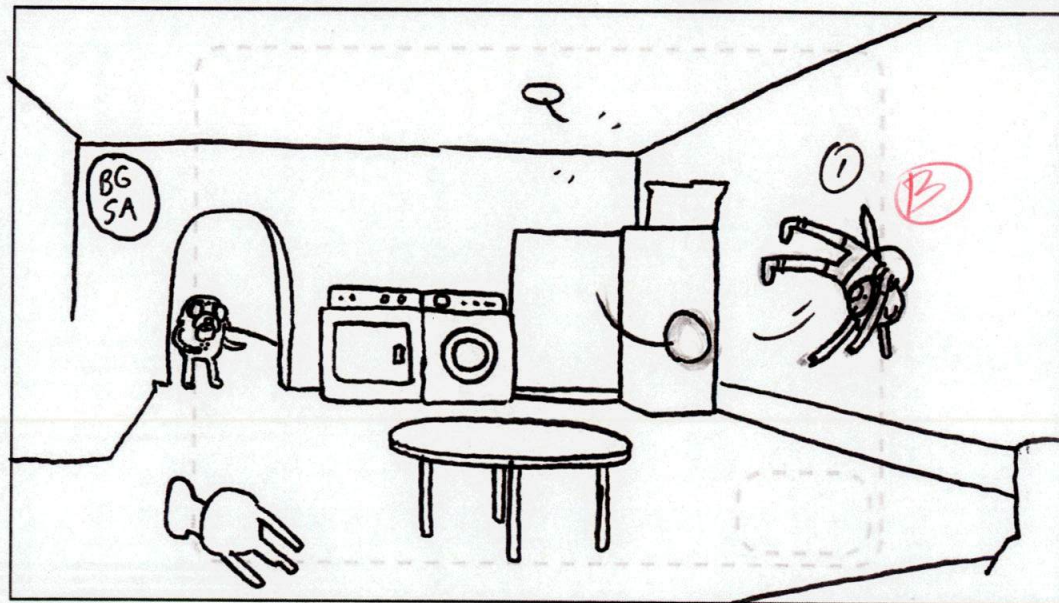
ADVENTURE TIME



Sc. 89 CONT Pnl. B

Bg.

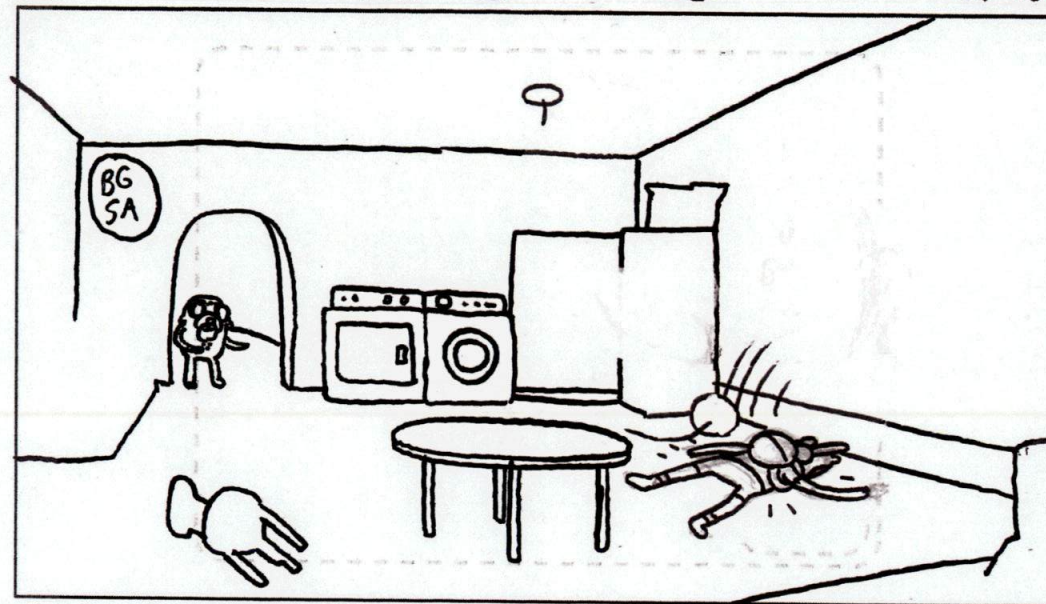
day night



Sc. 89 CONT Pnl. C

Bg.

Page 180
day night



Dialog:

SFX = SNAP:

Finn / woah! f!

①-②

Action:

-LIGHT FIXTURE SNAPS,
FINN HITS WALL.

Timing:



F / OOFF!

= BAM =

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Production :

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1025/192

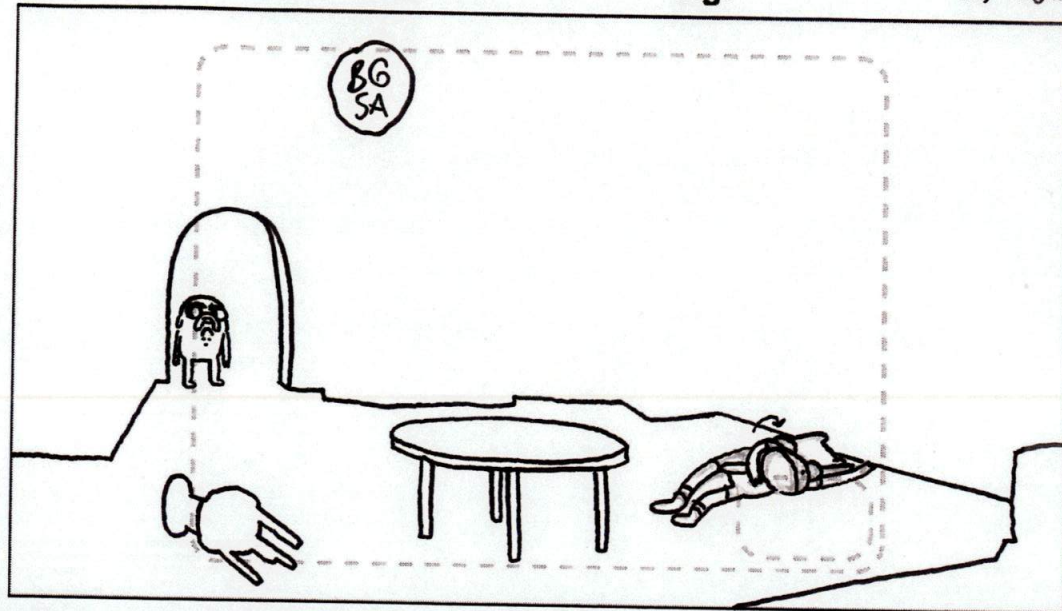
ADVENTURE TIME



Sc. 89 CONT Pnl. D

Bg.

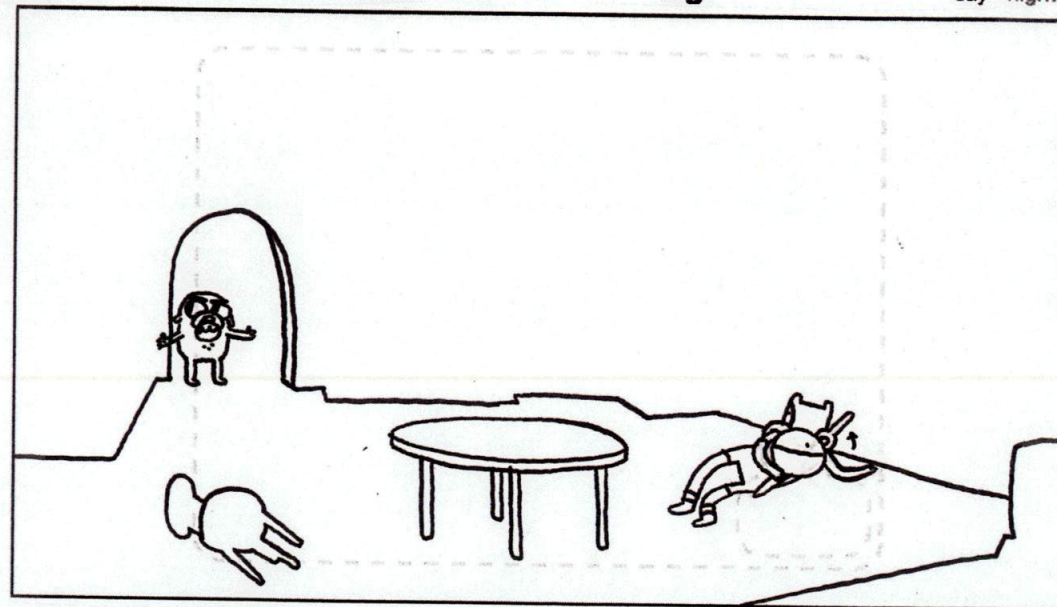
day night



Sc. 89 CONT Pnl. E

Bg.

day night



Dialog:

Finn / Dang my back

Jermaine /

come on!

Action:

Timing:

AUG 1 8 2014

EPISODE #

Production :

1025-192

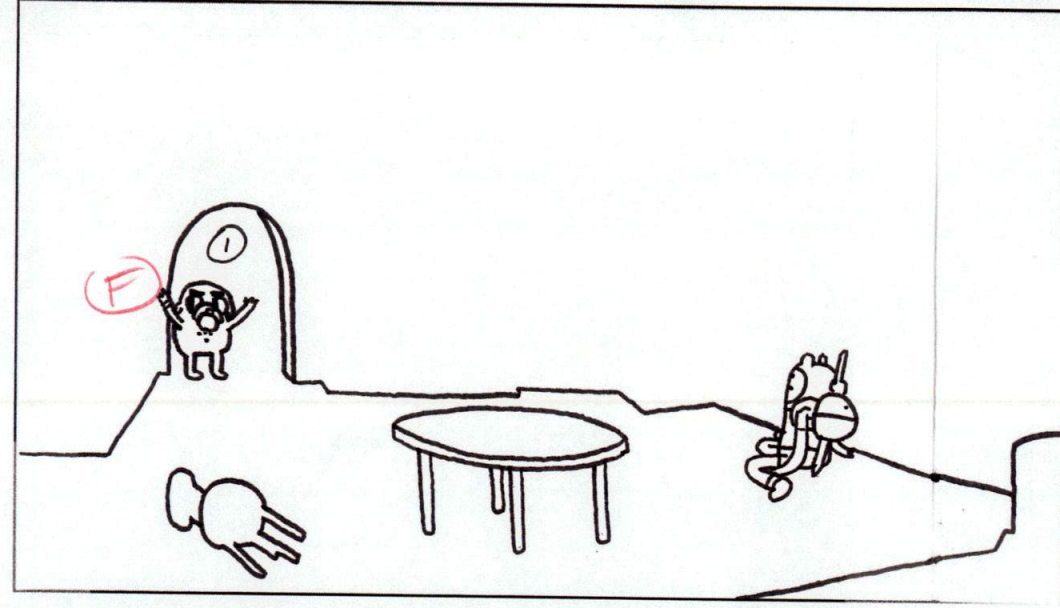
1025/192

1025/192

ADVENTURE TIME



Sc. 89 CONT Pnl. F Bg. Page 182 day night



Dialog:

Jermaine / ① This aint the treehouse man,
② I got systems!

Action:



Timing:

AUG 1 8 2014

EPISODE #

Production :

1025-192

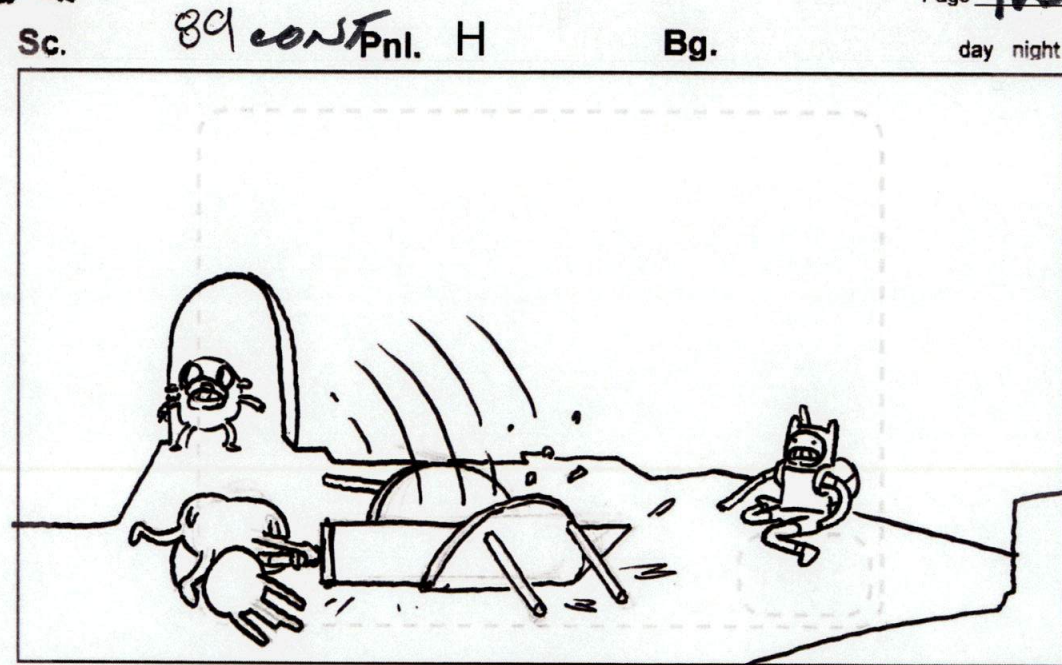
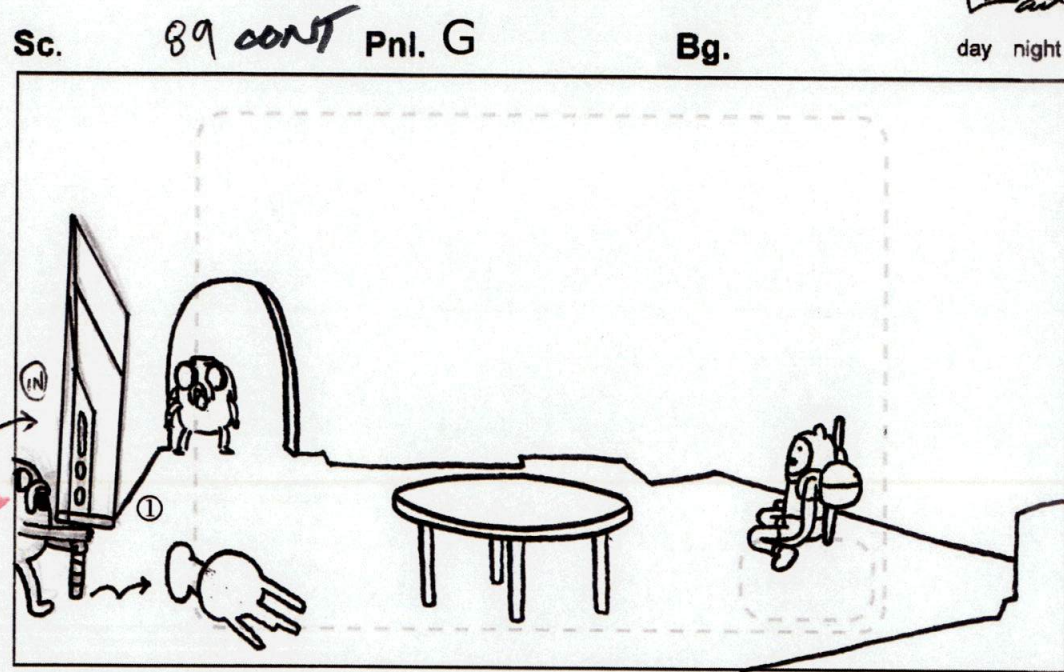
1025/192

1025/192

ADVENTURE TIME



Page 123
day night



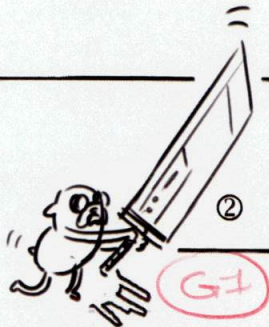
Dialog: Jake/ Hey Jermaine this thing is rad

Jake/ - UH WOOPS!
sfx/=WOMP=
(trips over chair, chops table in half)

Action: -J. WALKS ON/S CARRYING GIANT SWORD,

-J. TRIPS ON CHAIR,

Timing:



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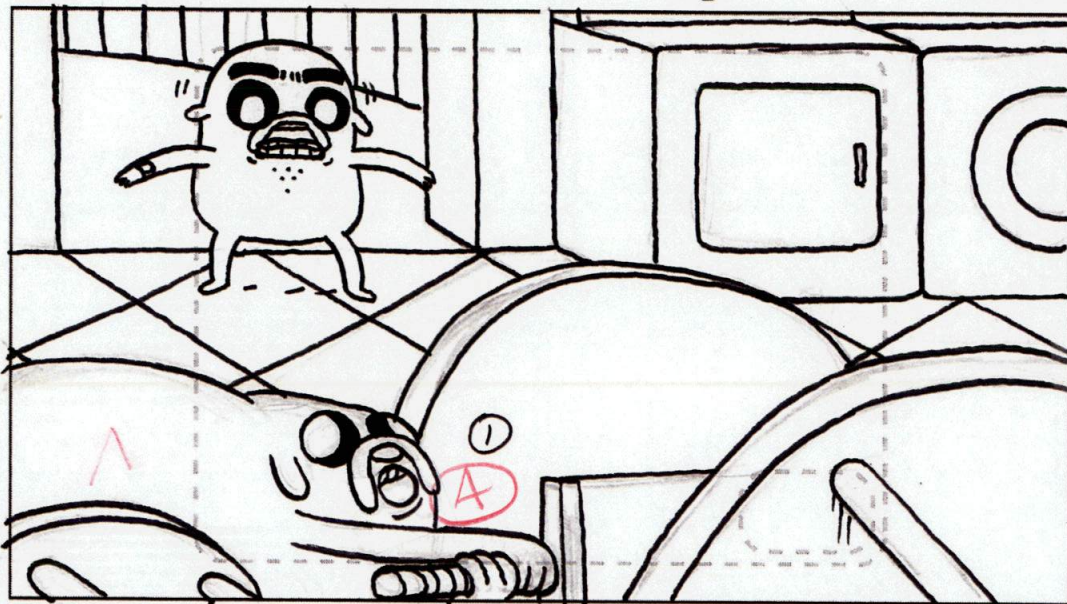
1025/192

ADVENTURE TIME

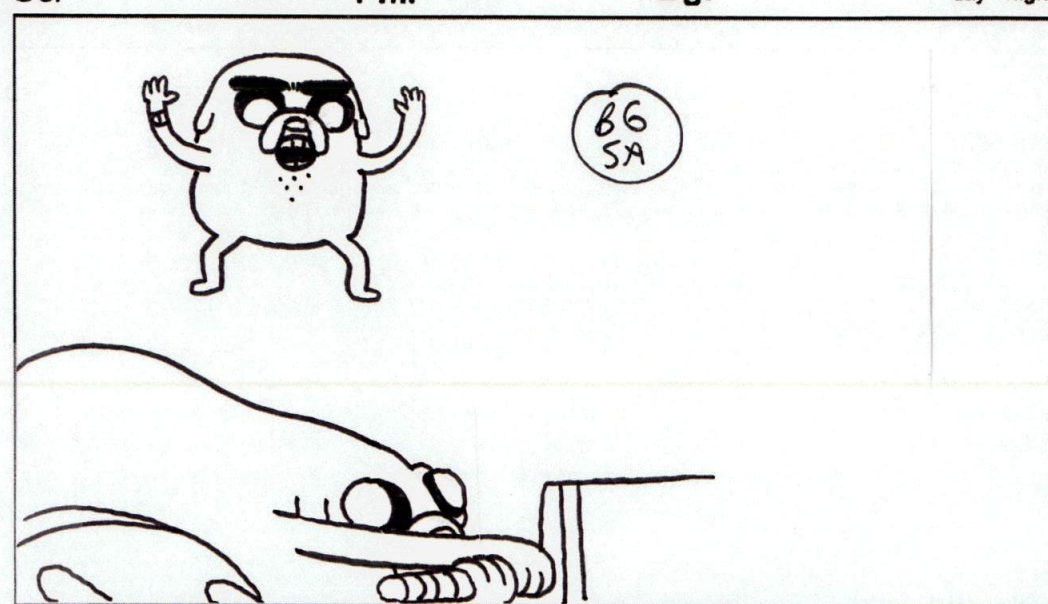


Page 124

Sc. 90 Pnl. A Bg. day night



Sc. 90 CONT Pnl. B Bg. day night



Dialog:

Jermaine/ OK NO MORE
SLEEPOVER!

Action:



Timing:

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EPISODE #

Production :

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1025/192

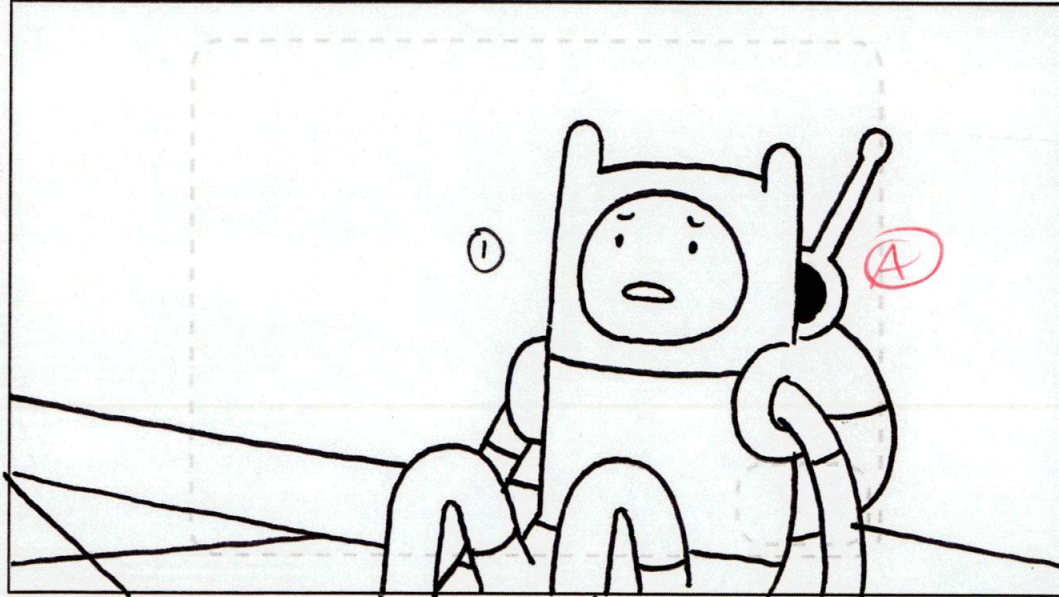
1025/192

ADVENTURE TIME

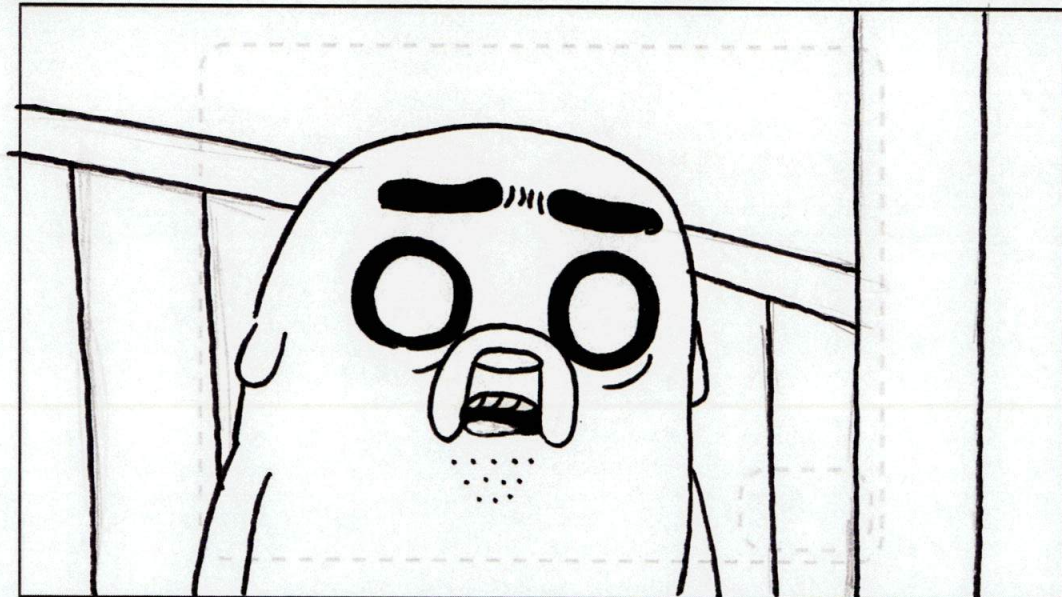


Page 185

Sc. 91 Pnl. A Bg. day night



Sc. 92 Pnl. A Bg. day night

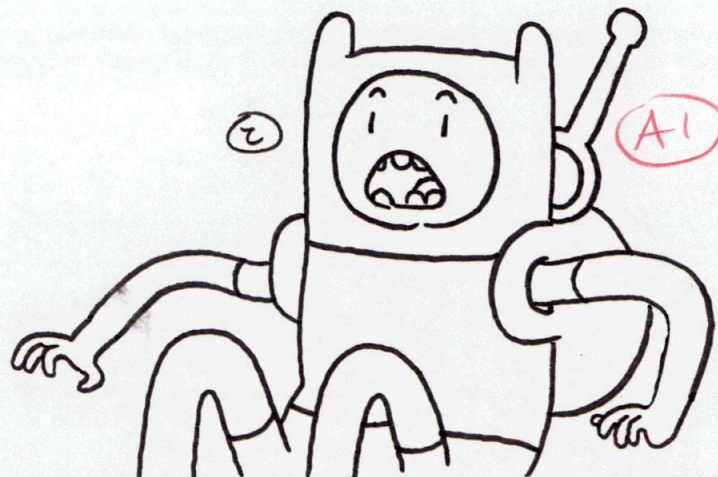


Dialog: Finn / ① Oh no ② don't - don't kick us out!

Jermaine / I'm sorry I let you
in

Action:

Timing:



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1025/192

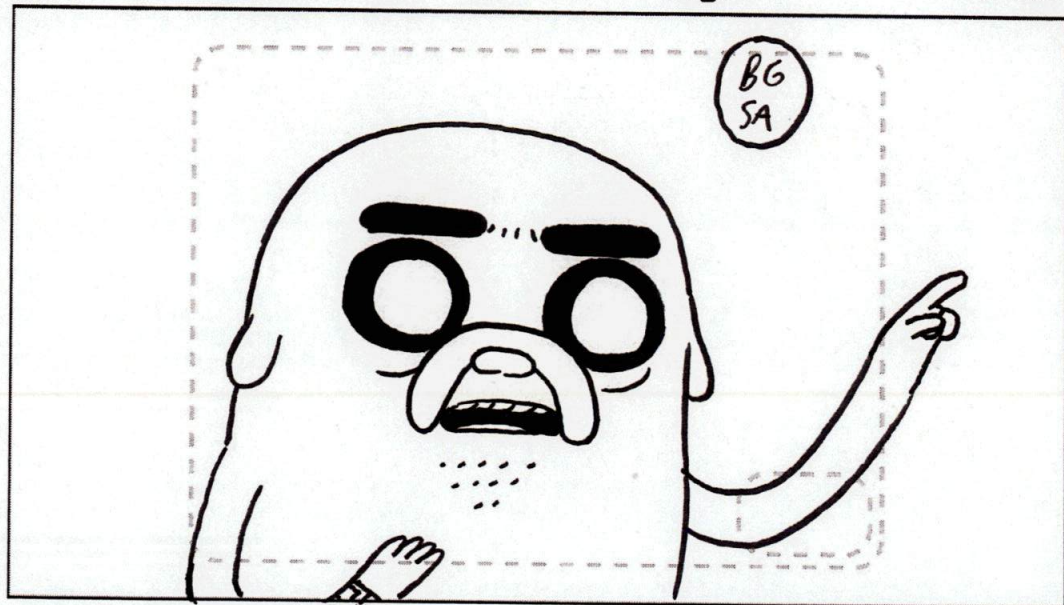
1025/192

1025/192

ADVENTURE TIME



Sc. 92 *CONT* Pnl. B Bg. day night



Sc. 93 Pnl. A Bg. day night



Dialog: Termaine! Go do your Gaucho Marks slapstick ————— with them goofballs in the woods.

Action:

Timing:

AUG 1 8 2011

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ADVENTURE TIME



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Sc.

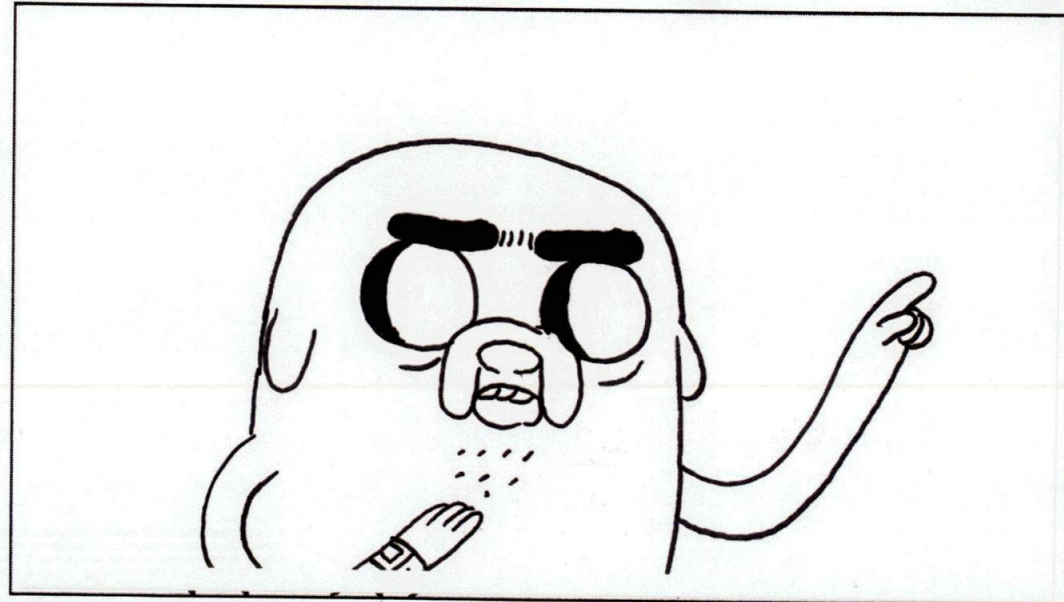
94

Pnl.

A

Bg.

day night



Sc.

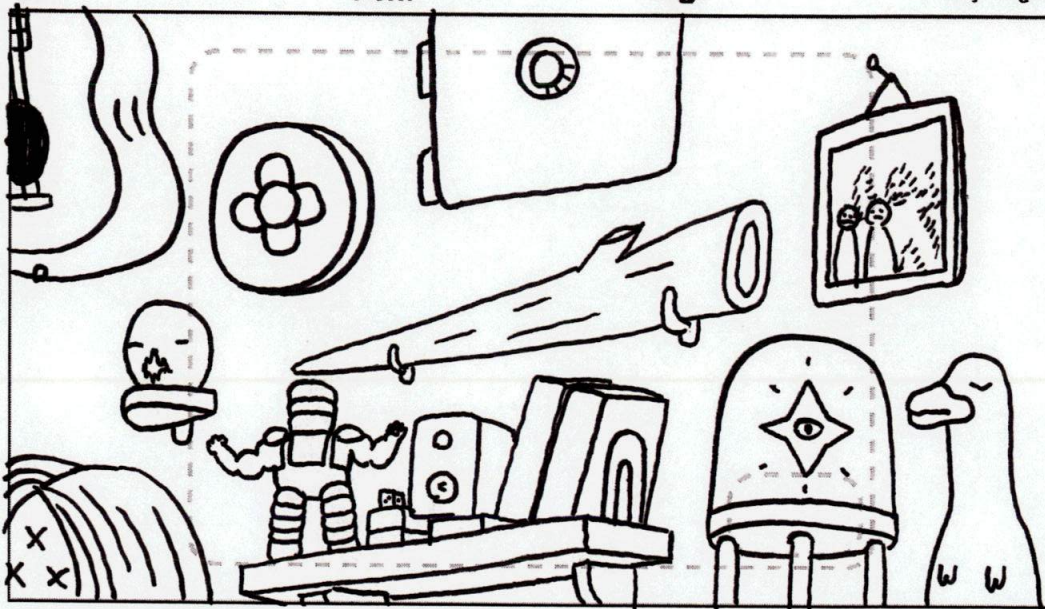
95

Pnl.

A

Bg.

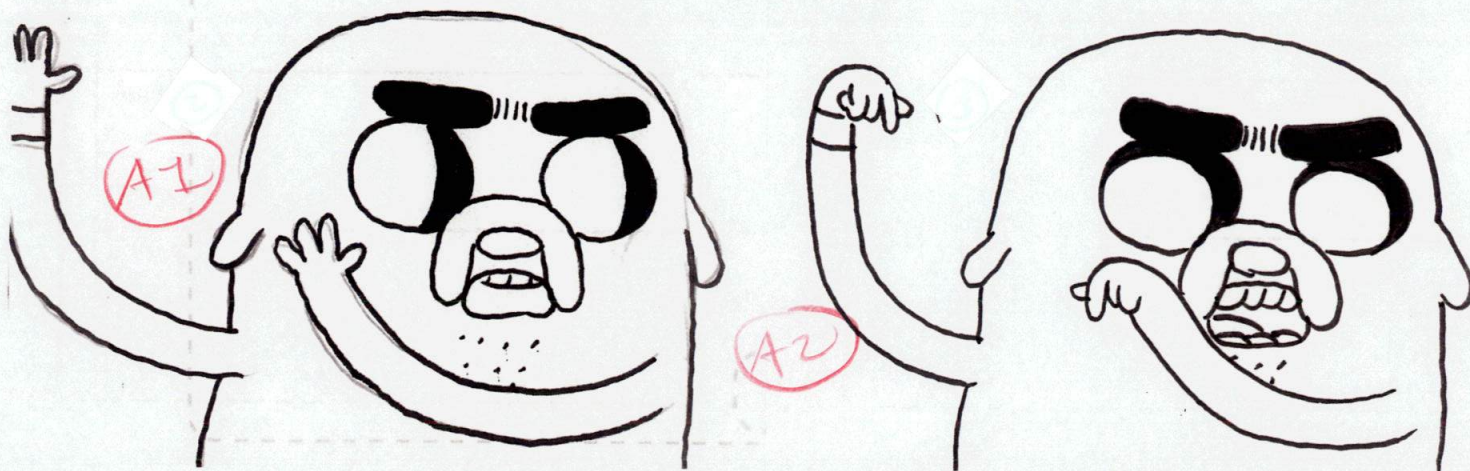
day night



Dialog:

Finn ① I got a ② responsibility
to ③ all this booty in here!

Finn (os) / Staves, medallions



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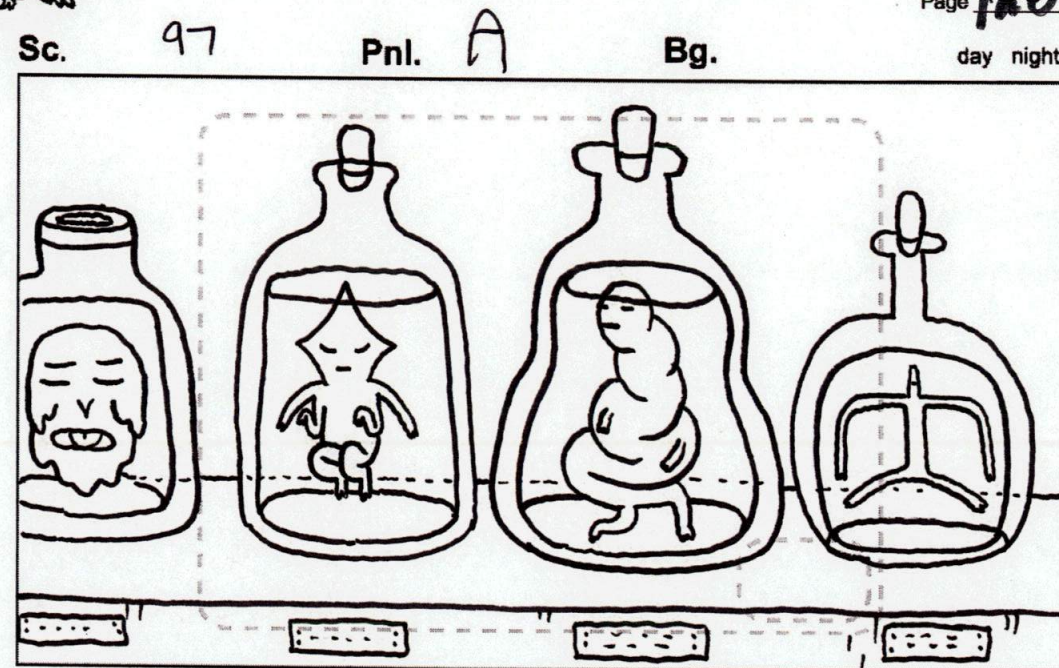
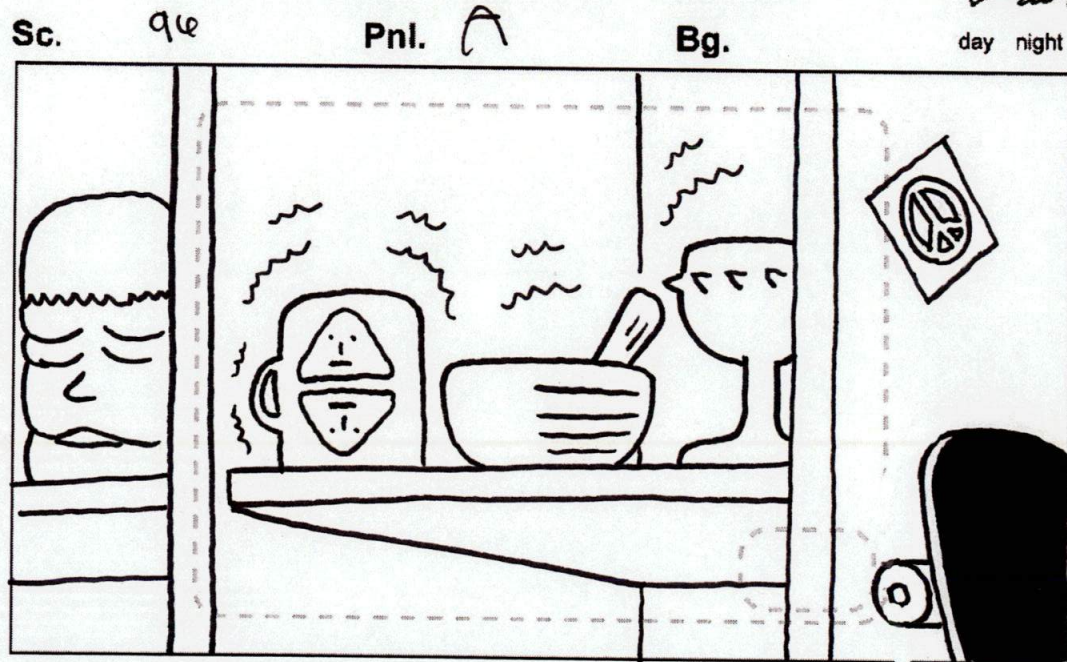
1025/192

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ADVENTURE TIME



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Dialog:	Jer ^m (cont) / cups, goblets...	Jer ^m / dormant jinn...
Action:		
Timing:		

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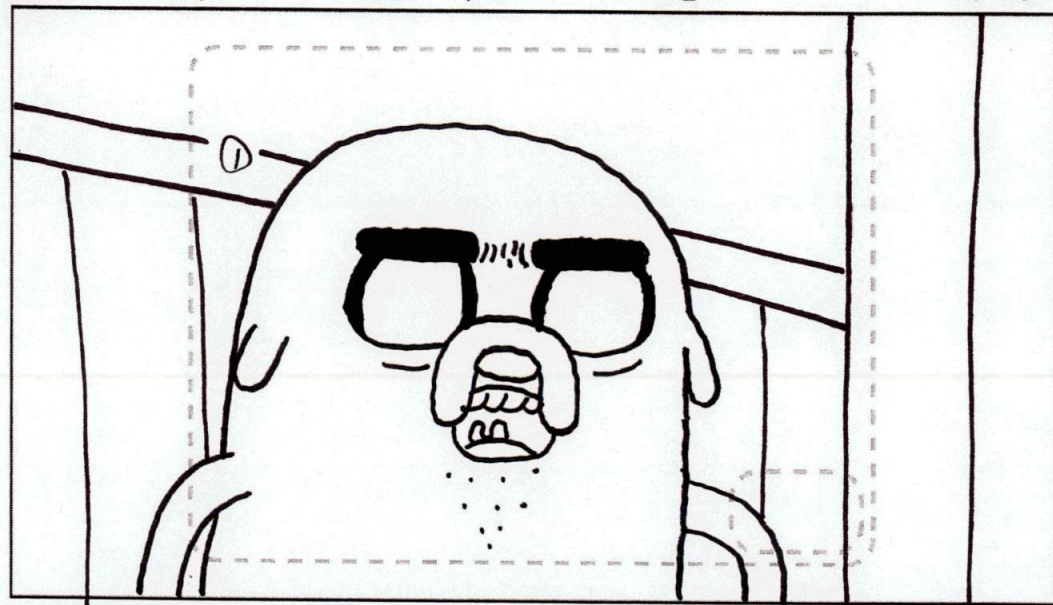
ADVENTURE TIME



Sc. 98 Pnl. A Bg. day night



Sc. 99 Pnl. A Bg. day night

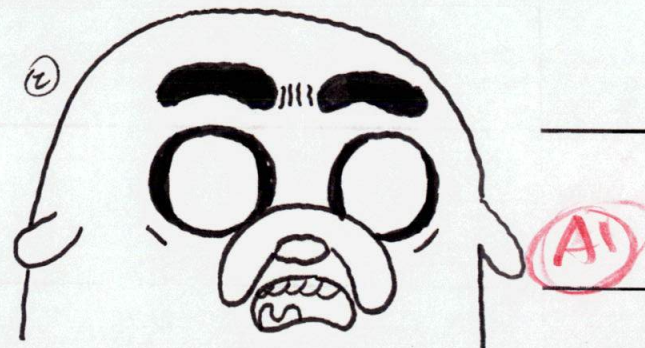


Dialog: Jerm / Grimoires, hard drives ...

Jermaine / ① All this random valuable booty OK?!

Action:

Timing:



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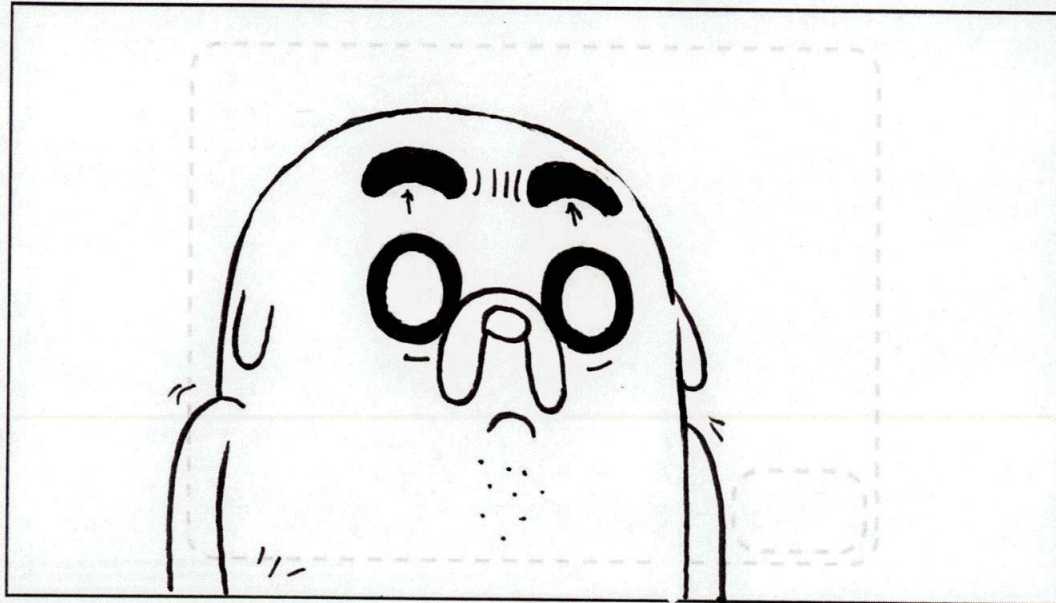
1025/192

ADVENTURE TIME



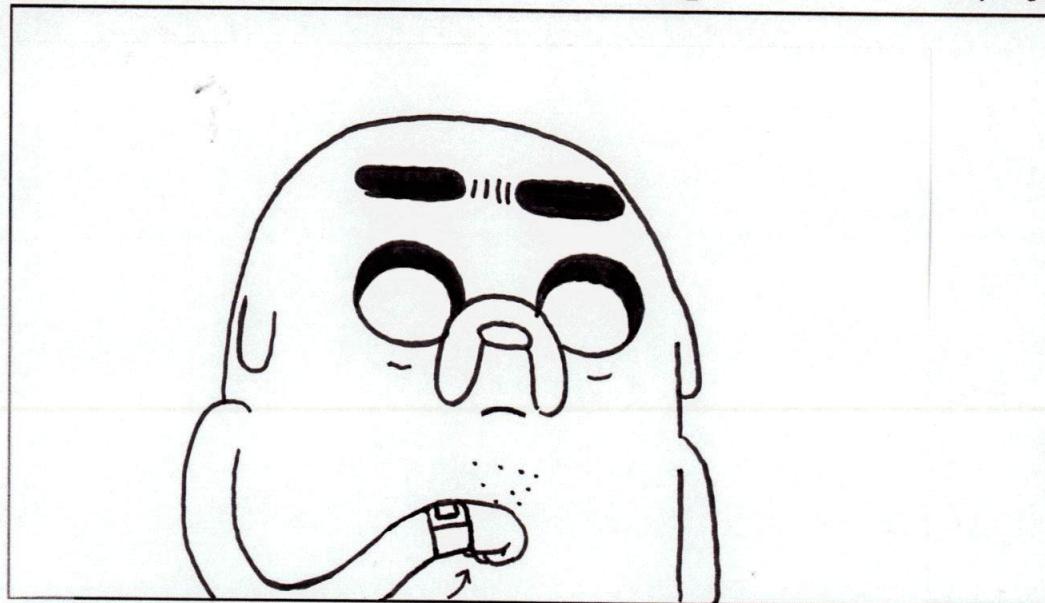
Sc. 99 *cont* Pnl. B Bg.

day night



Sc. 99 *cont* Pnl. C Bg.

Page 130
day night



Dialog: SFX / BORK BORK

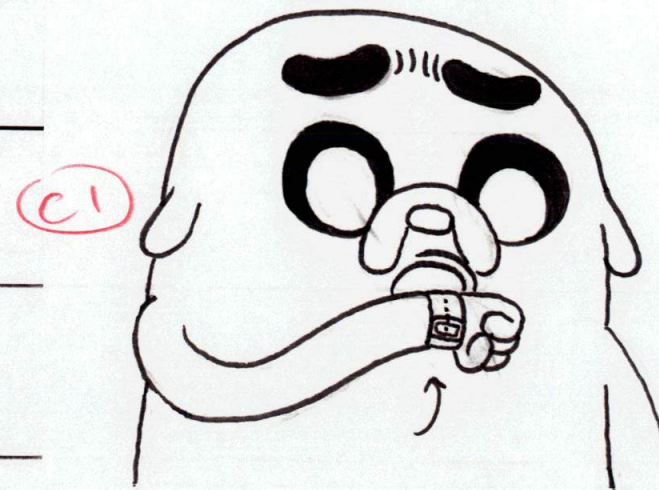
Term / 2 SHOOT

Action:

SFX / BORK
= BORK =

Timing:

Look at watch
(digipet)



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1025/192

ADVENTURE TIME

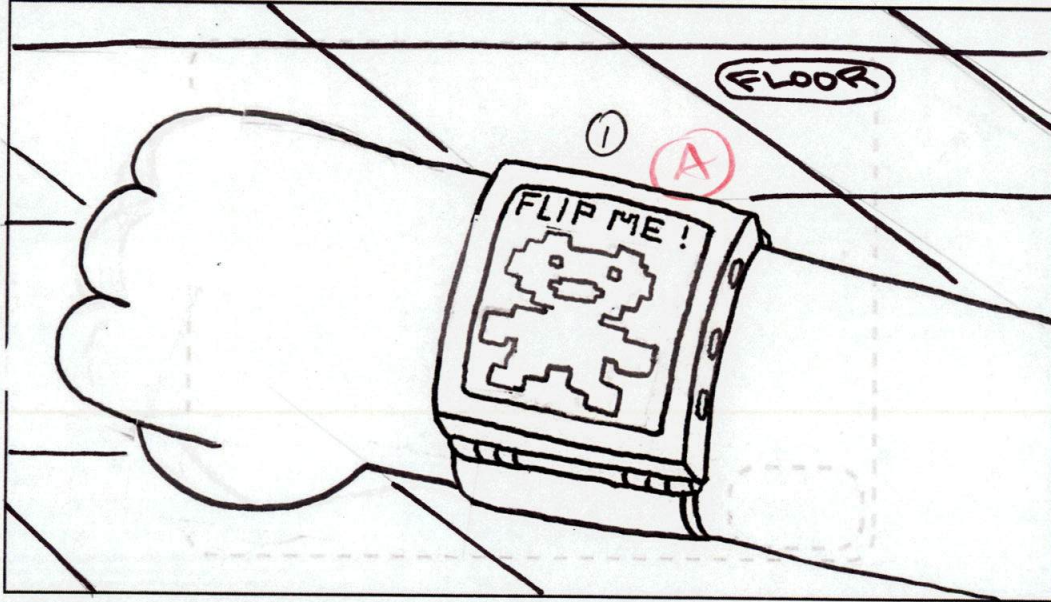


Sc. 100

Pnl. A

Bg.

day night

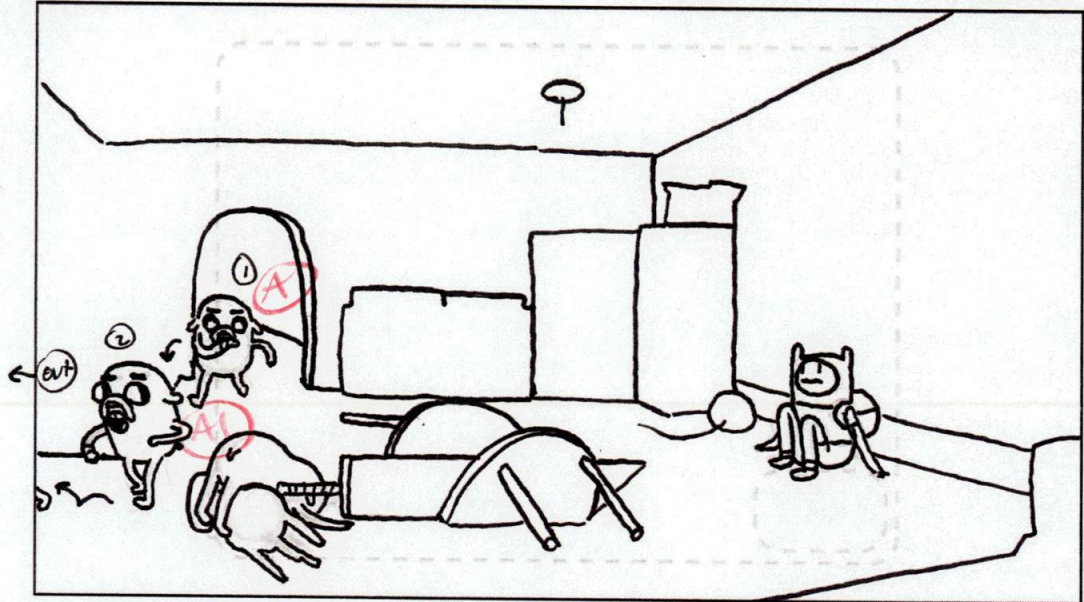


Sc. 101

Pnl. A

Bg.

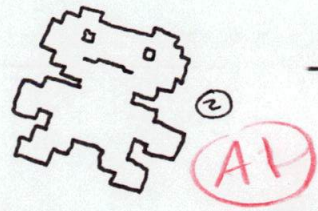
day night



Dialog:
sfx/BORK BORK

Jermaine / I gotta run this beast.

Action: "flip me" blinking
on and off
①②-①②



- J. RUNS OFF/S.



Timing:
(A) (A) (A) (A)

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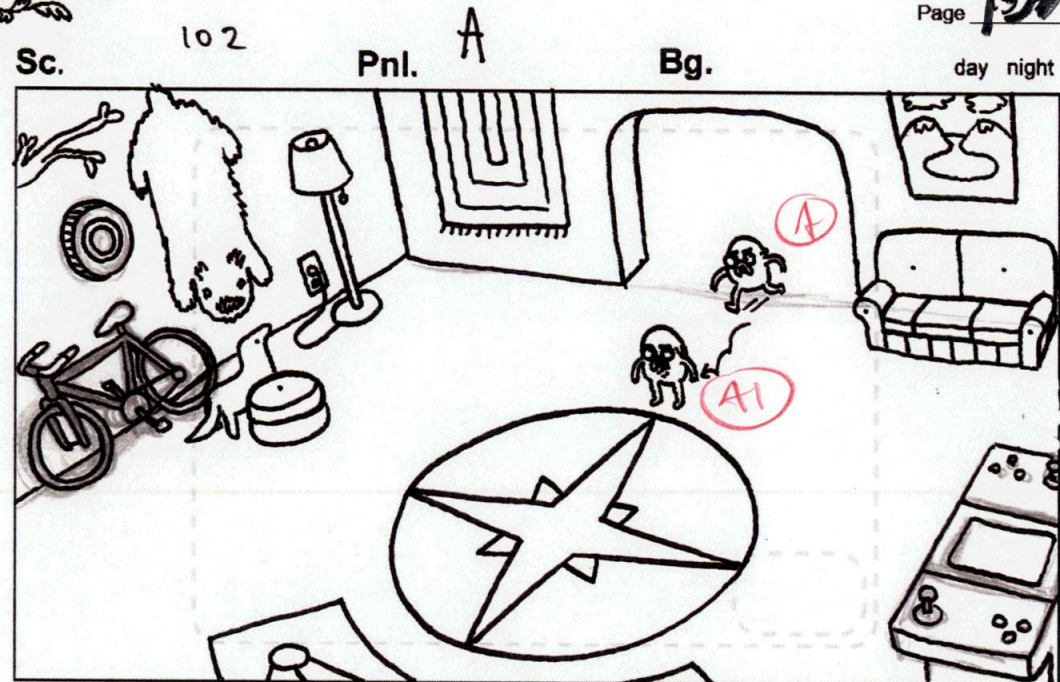
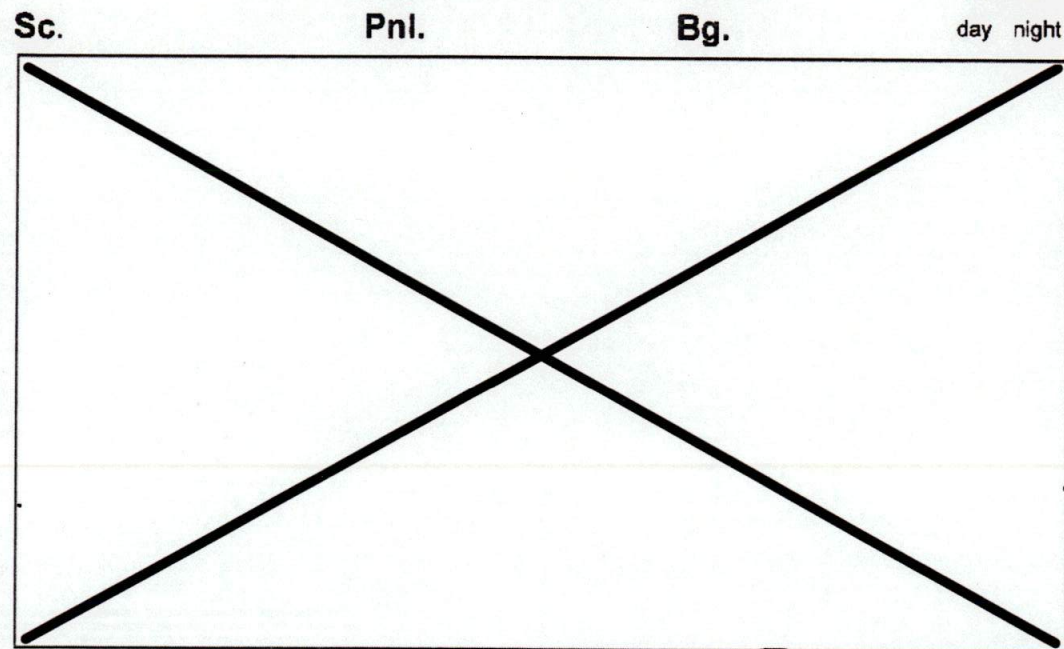
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ADVENTURE TIME



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Dialog:
Action:
Timing:

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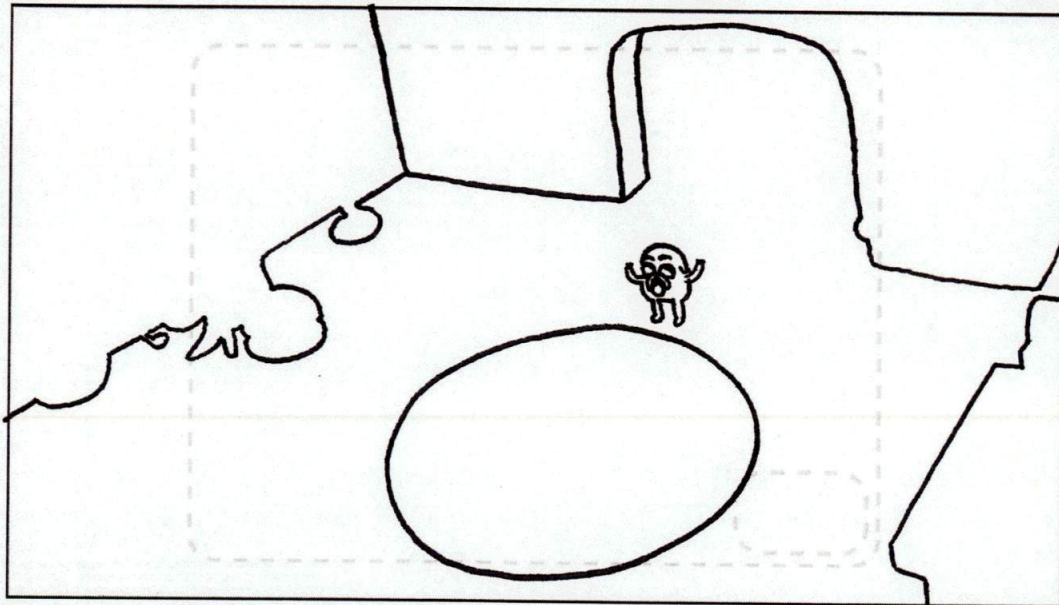
1025/192

1025/192

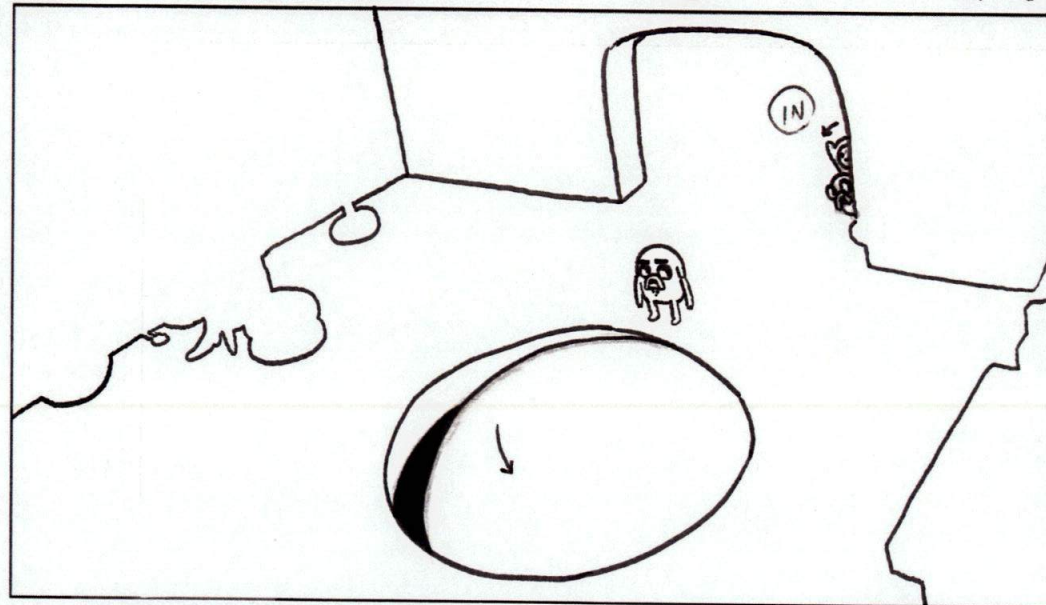
ADVENTURE TIME



Sc. 102 cont Pnl. B Bg. day night



Sc. 102 cont Pnl. C Bg. day night



Dialog: Jermaine / "Open ya sissy"

sfx / :CREEAKK:

Action:

-TRAP DOOR OPENS.
-F+J PEEK AROUND DOORWAY.

Timing:

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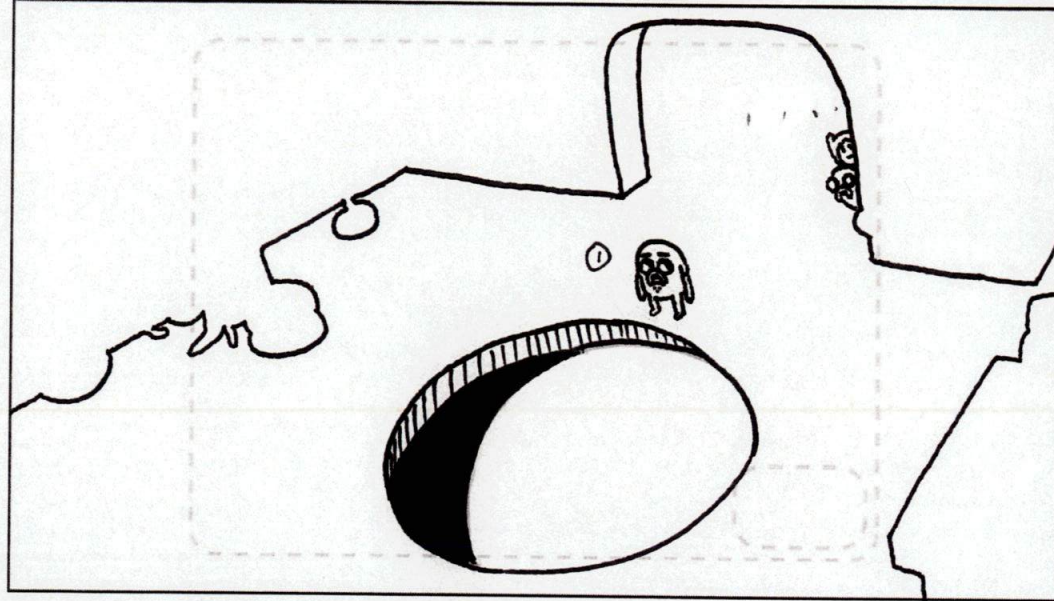
1025/192

1025/192

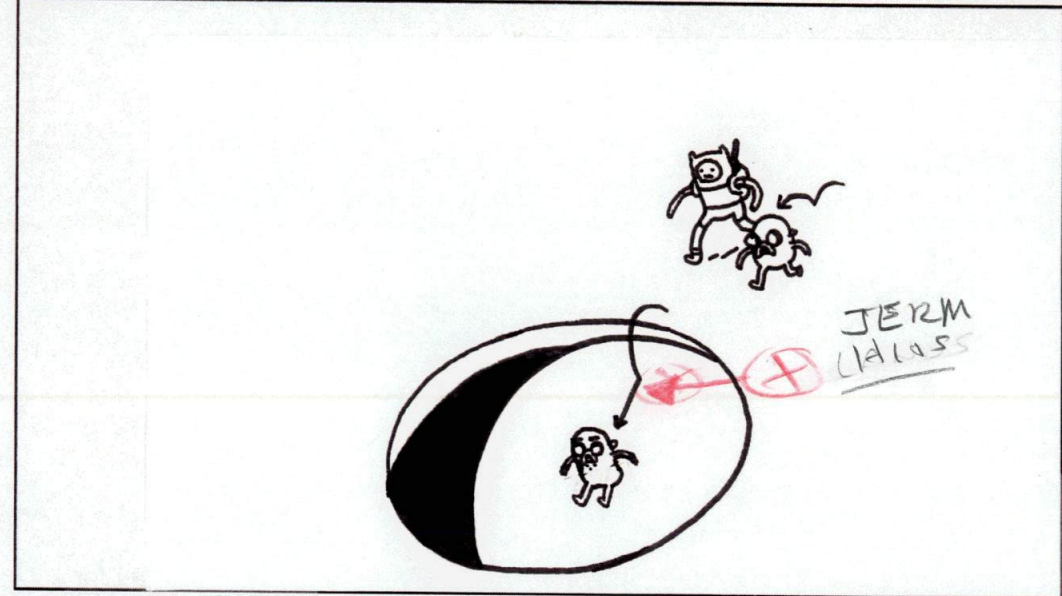
ADVENTURE TIME



Sc. 102 CONT Pnl. D Bg. day night

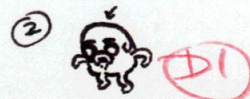


Sc. 102 CONT Pnl. E Bg. day night



Dialog:

sfx / SHOOM =



Action:

-JER. SLIDES DOWN DOOR,

Timing:

AUG 18 2014

EPISODE #

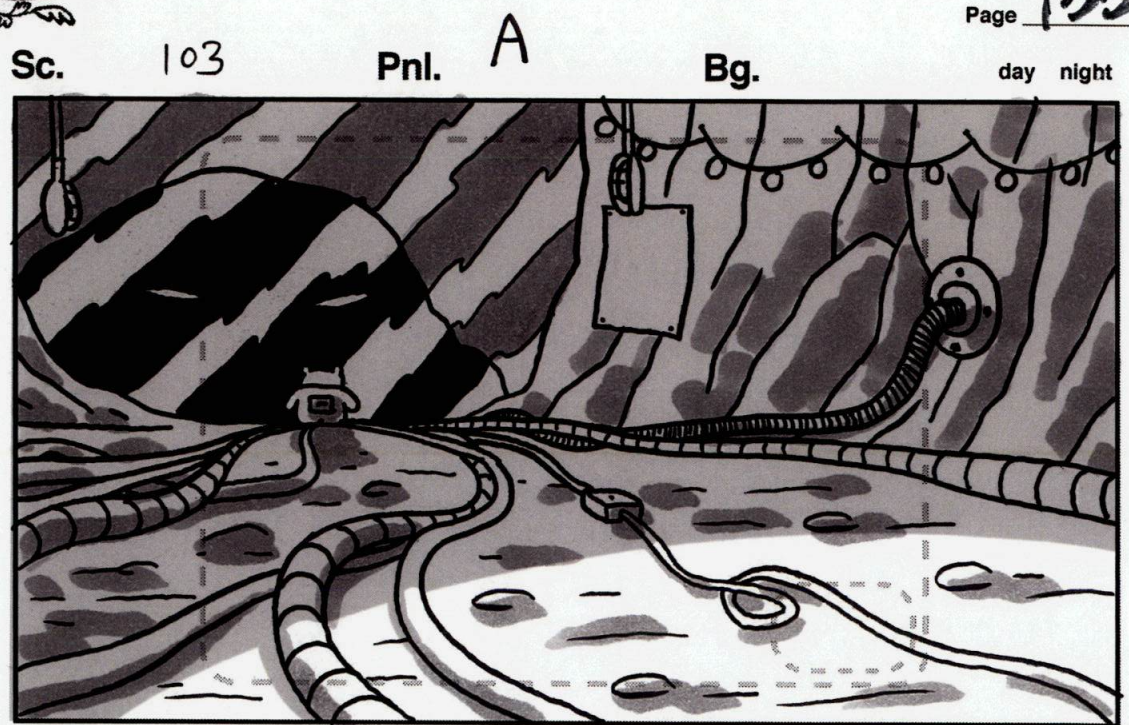
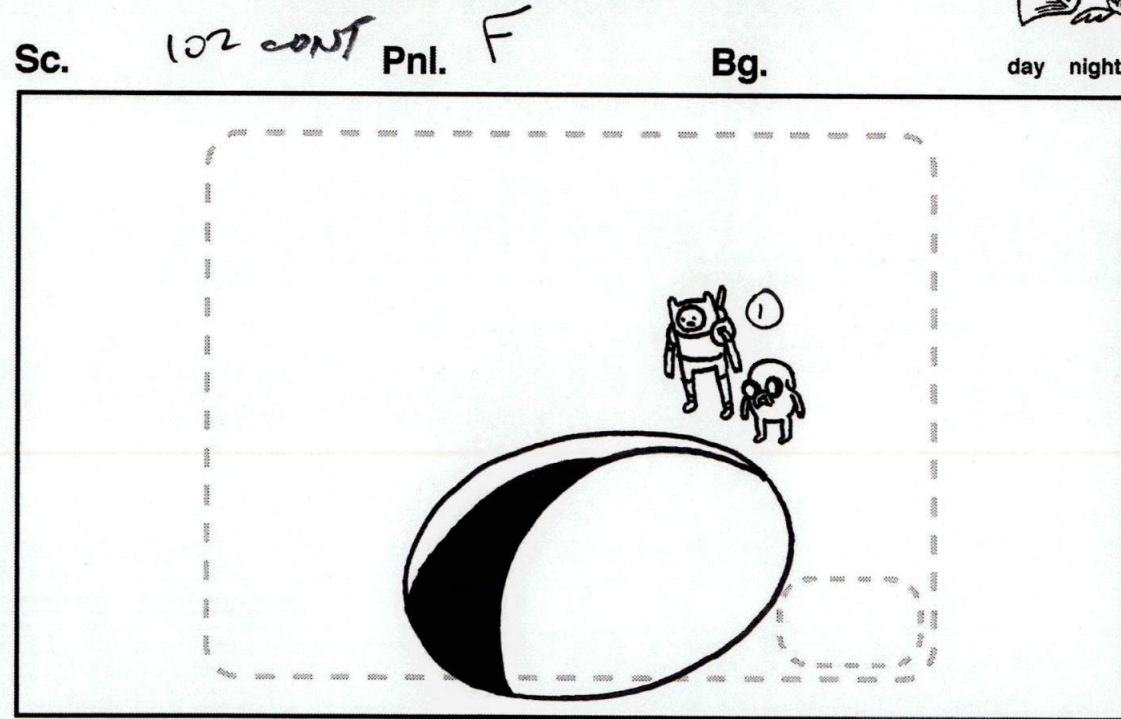
1025-192

1025/192

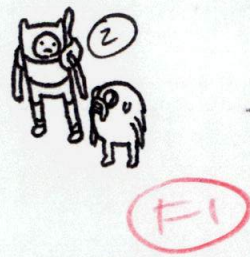
Production :

1025/192

ADVENTURE TIME



Dialog:	Booboo / ♪ In the end... ♪ Sousa (warped tape sound voice warbling)
Action:	-FORCIELO HOLDING BACK DEMON (BRYCE) AUG 18 2014
Timing:	



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Production:

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ADVENTURE TIME



Sc. 103 CONT Pnl. B Bg. day night



Sc. 104 Pnl. A Bg. day night



Dialog:

BOOB
SOUSA

/ (singing) / ♪ We'll be friends
flip me and

B1

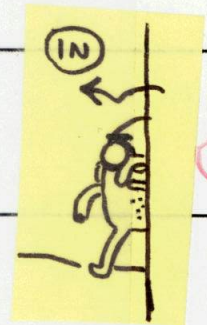
~~BS~~ / ♪ - we'll start again
Jermaine/ Yeah flip the tape I know

Action:

- JER WALKS ON/S

Timing:

AUG 18 2014



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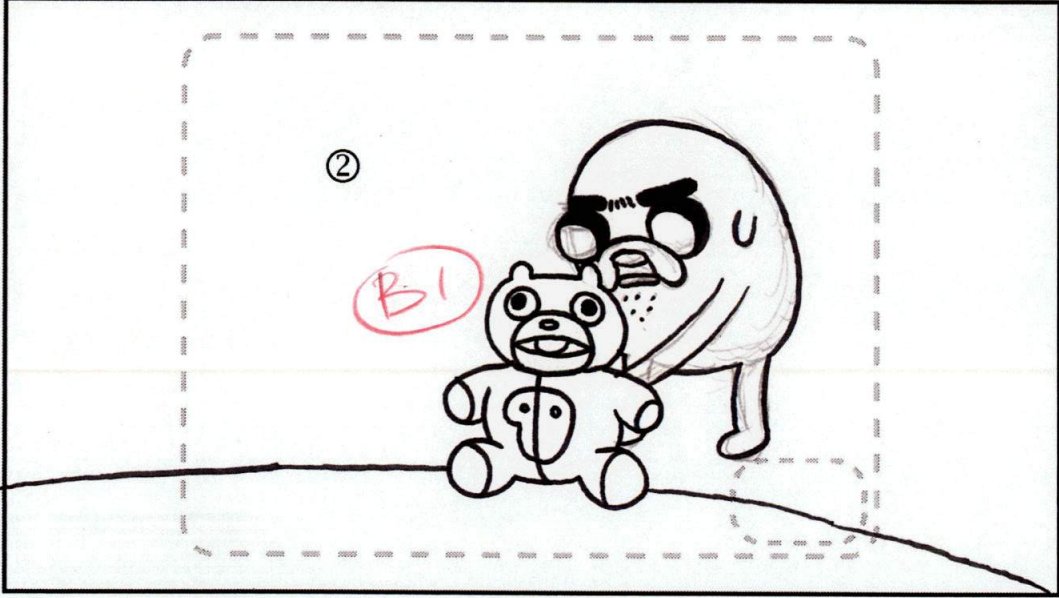
Production:

ADVENTURE TIME

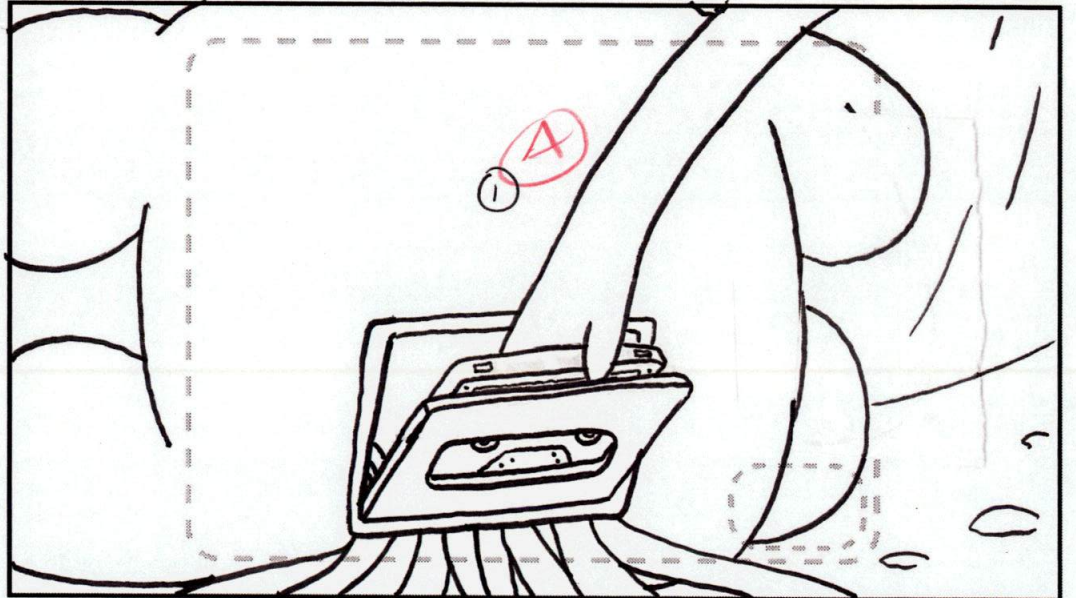


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Sc. 104 CONT Pnl. B Bg. day night



Sc. 105 Pnl. A Bg. day night



Dialog: BB / ♪ Good times never end

Action: ① Finn the Human and a teddy bear. A red circle with 'B' is next to them.

Timing:

- JGR POPS OUT CASSETTE AND FLIPS IT AROUND.

Jerm / "Good times" RIGHT...

A1 ②

A2 ③

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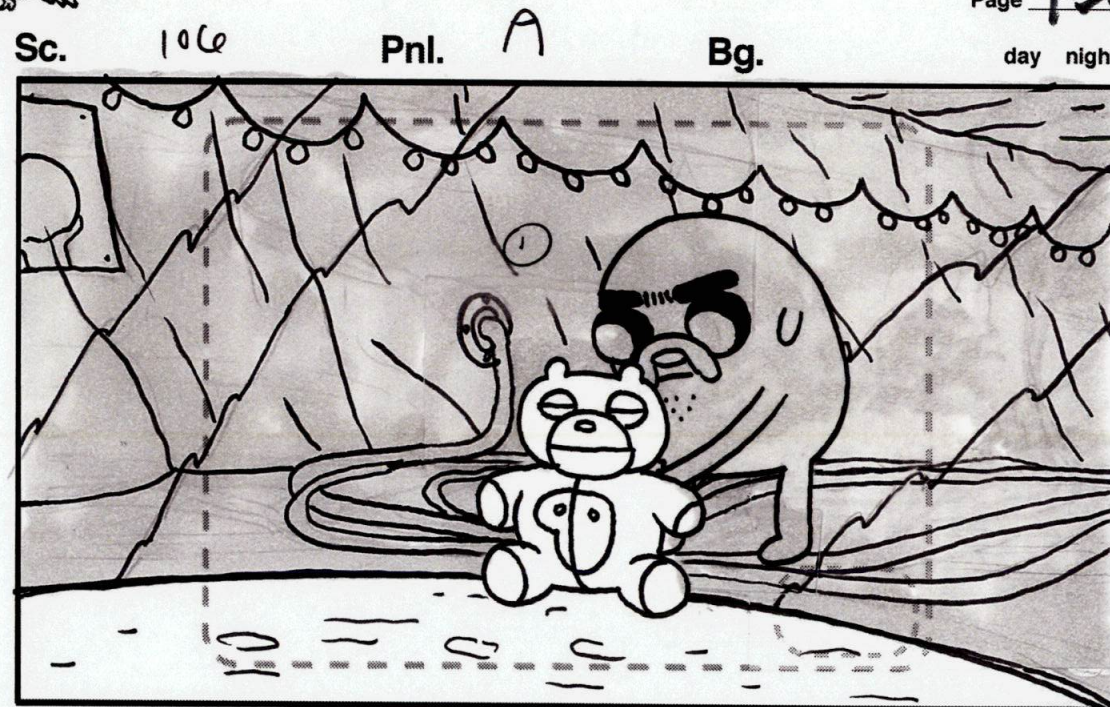
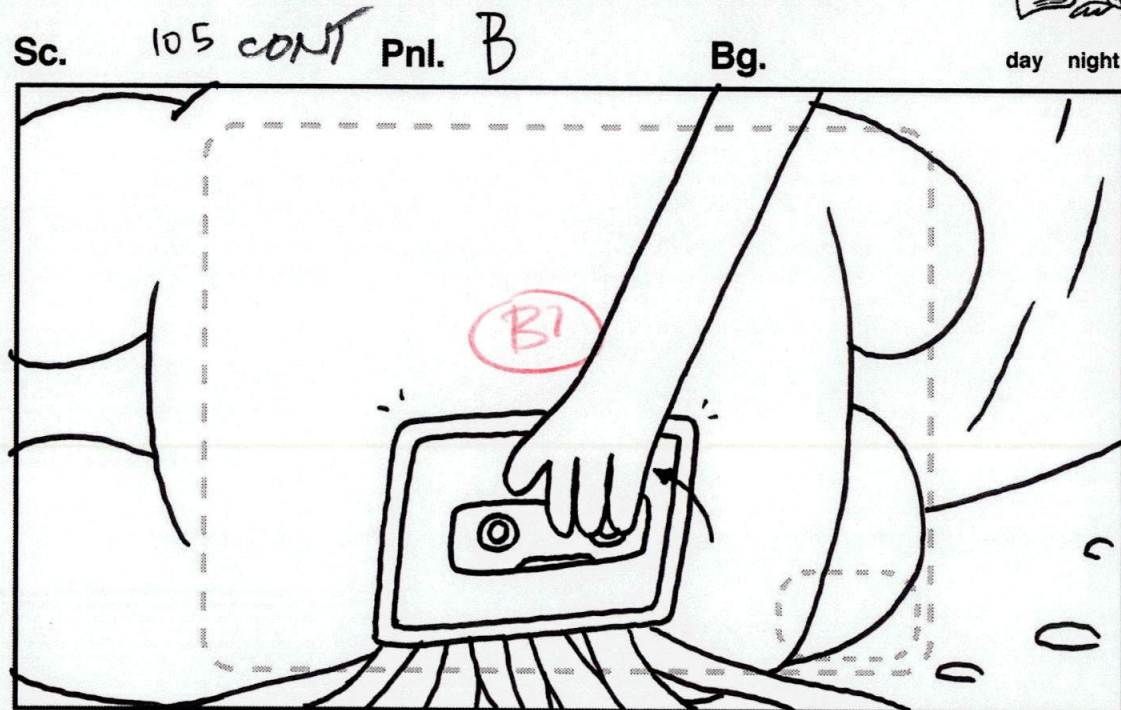
1025/192

1025/192

ADVENTURE TIME



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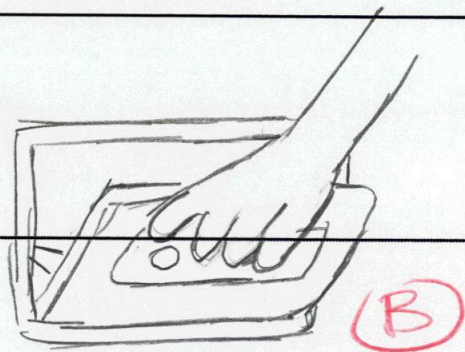


Dialog:

sfx/ "CLICK"

SFX: (tape clicking)

Action:



Timing:

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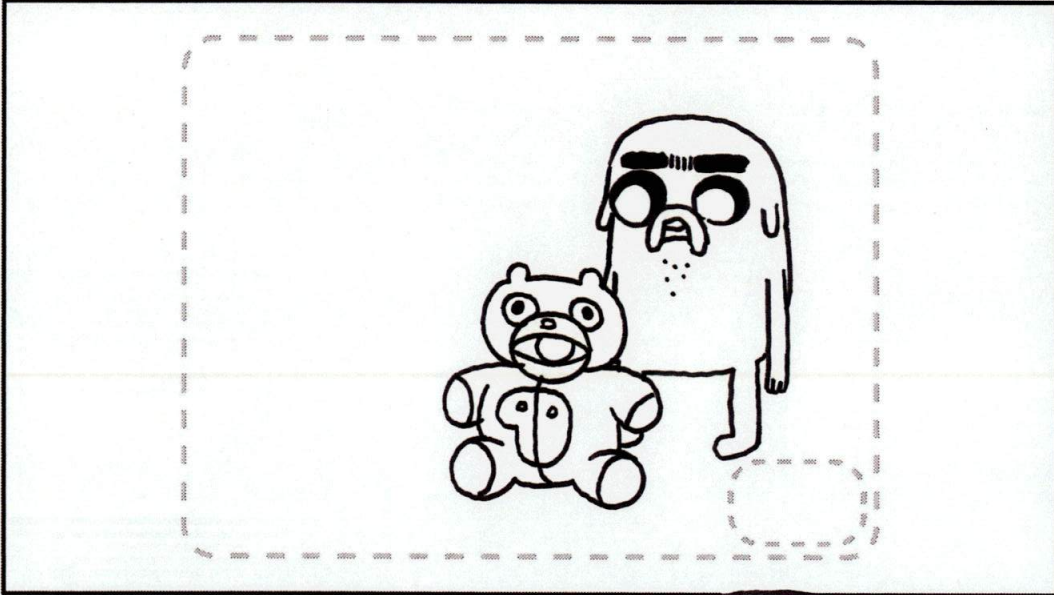
ADVENTURE TIME



Sc. 106 CONT Pnl. B

Bg.

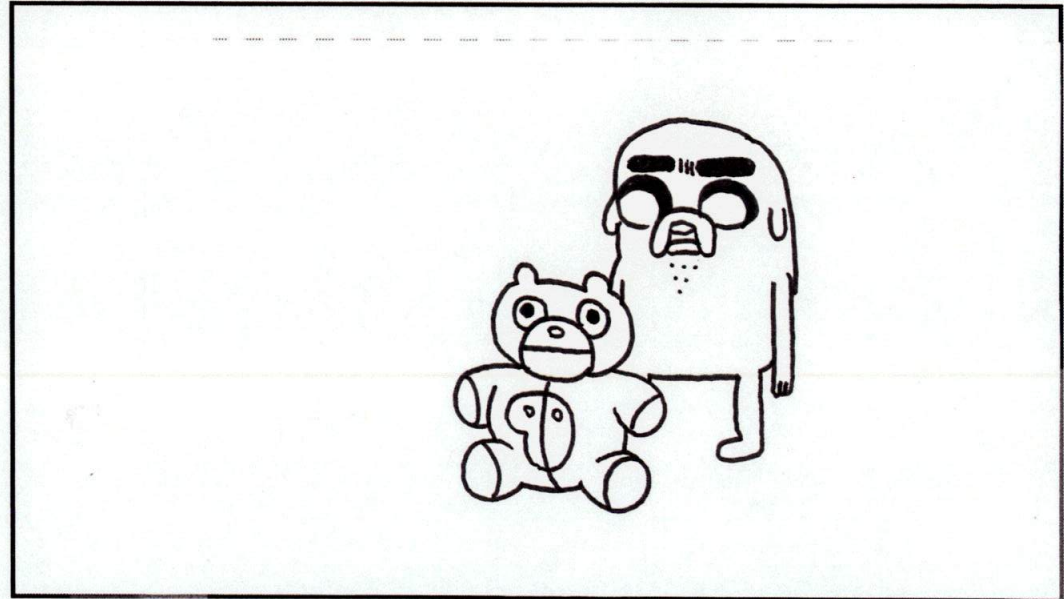
day night



Sc. 106 CONT Pnl. C

Bg.

day night



Dialog: BS / Heyy! I'm Booboo Sousa
yov wanna be friends?

Action:

Jermoine / we been friends Booboo.

BS Hello there Good morning

boo boo Sousa

Timing:

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Production:

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1025/192

1025/192

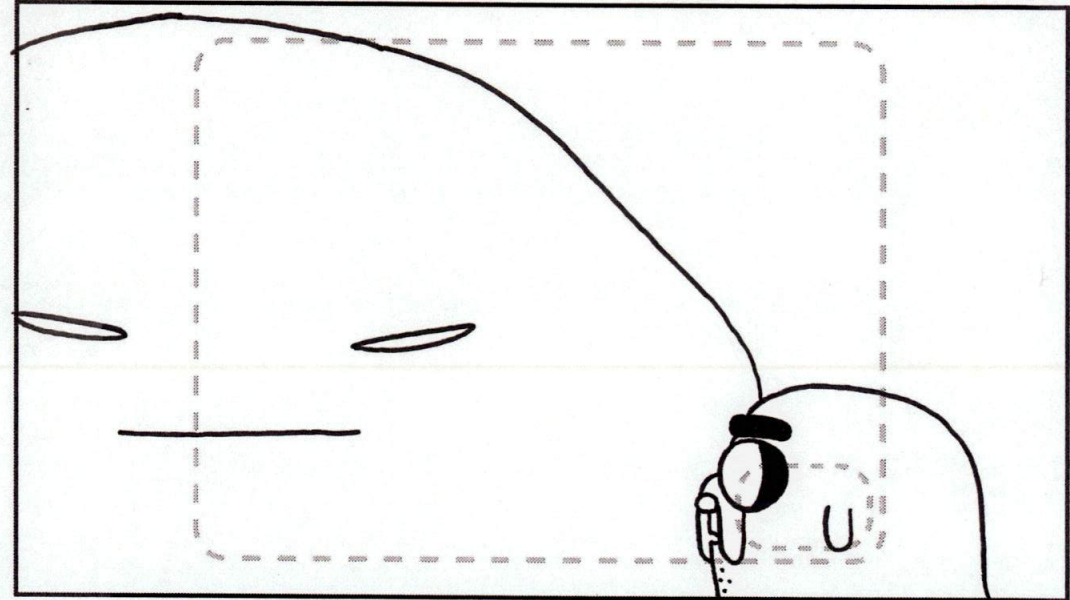
ADVENTURE TIME



Sc. 107 Pnl. A Bg. day night



Sc. 107 CONT Pnl. B Bg. day night



Dialog: BAYCE/ You're slippin', Jerm.

Jermaine/ NO I'm not.

BS cont Sing ~~~~~

Action:

Timing:

(SP)
JERM
EXP
HY TO
106

AUG 18 2014

EPISODE #

Production:

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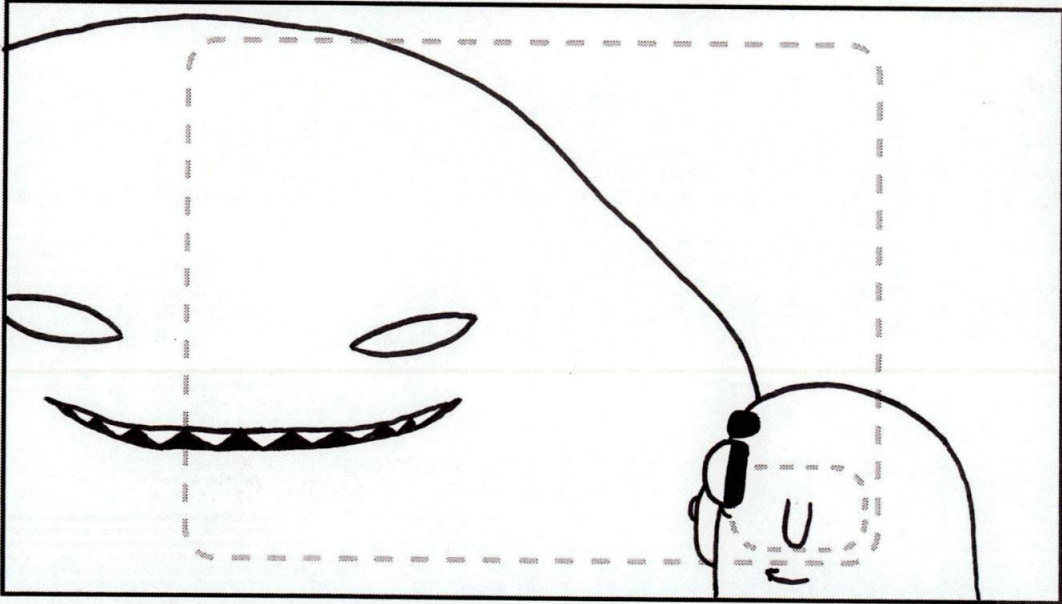
1025/192

1025/192

ADVENTURE TIME



Sc. 107 CONT Pnl. C Bg. day night



Sc. 107 CONT Pnl. D Bg. day night



Dialog: Brycel You're gonna miss that alarm one day

B/ and I'm gonna eat you from the bottom up

Action:

-B press up against force field

Timing:

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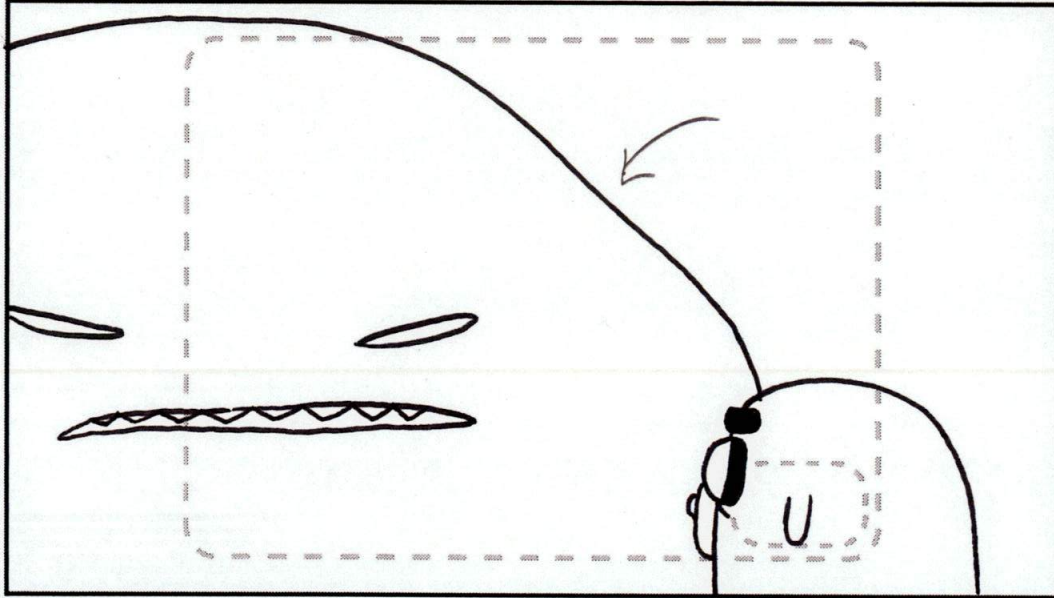
Production:

ADVENTURE TIME

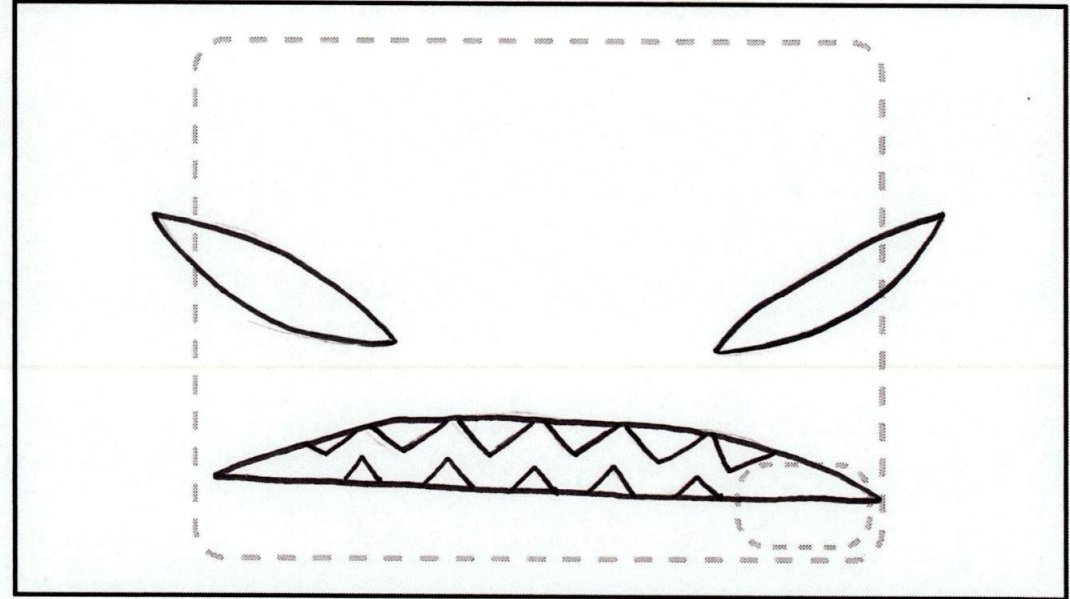


Page 142

Sc. 107 CONT Pnl. E Bg. day night



Sc. 108 Pnl. A Bg. day night



Dialog: B/ so you can watch me while I eat you.

Bryce/ Then, in my triumph, I will --

Action:

Timing:

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Production:

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1025/192

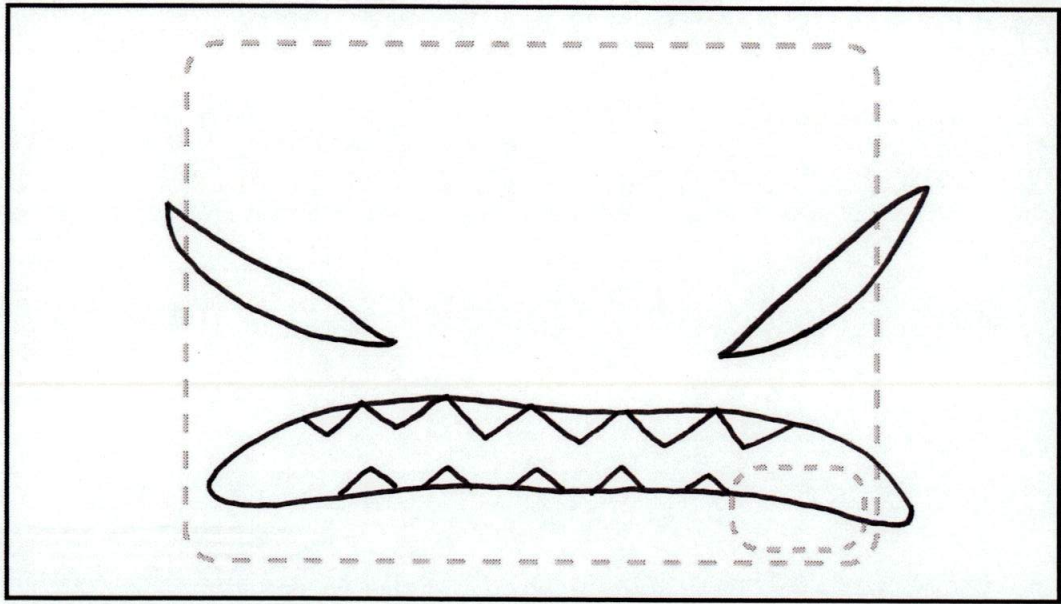
1025/192

ADVENTURE TIME

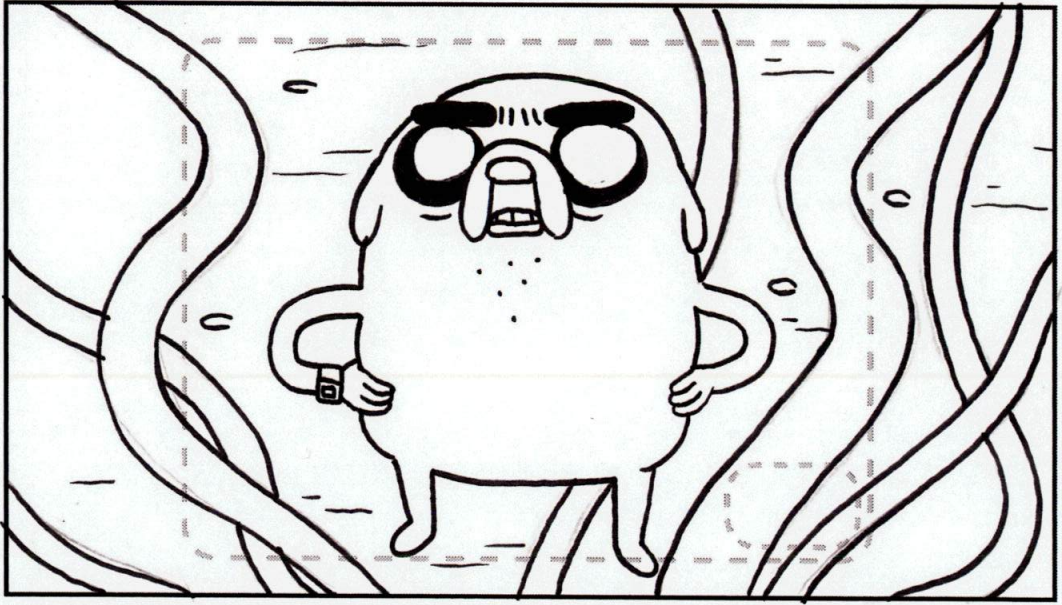


Page 143

Sc. 108 cont Pnl. B Bg. day night



Sc. 109 Pnl. A Bg. day night



Dialog: <u>B(cont)</u> / - retrieve the poster your dad stole from me!		<u>Jermaine</u> / Bryce I put the poster (cont)
Action:		
Timing:		

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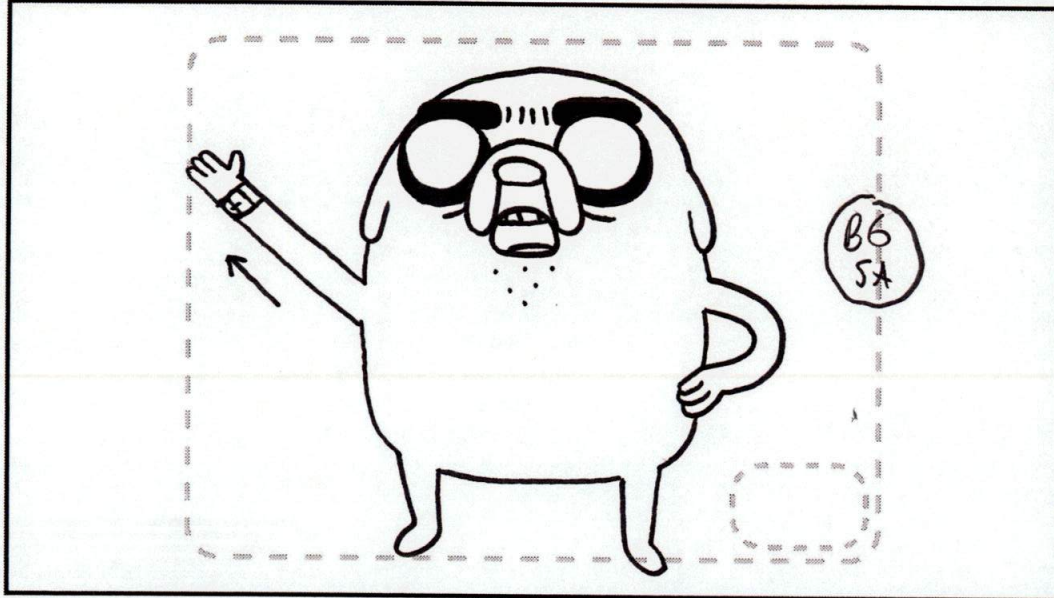
ADVENTURE TIME



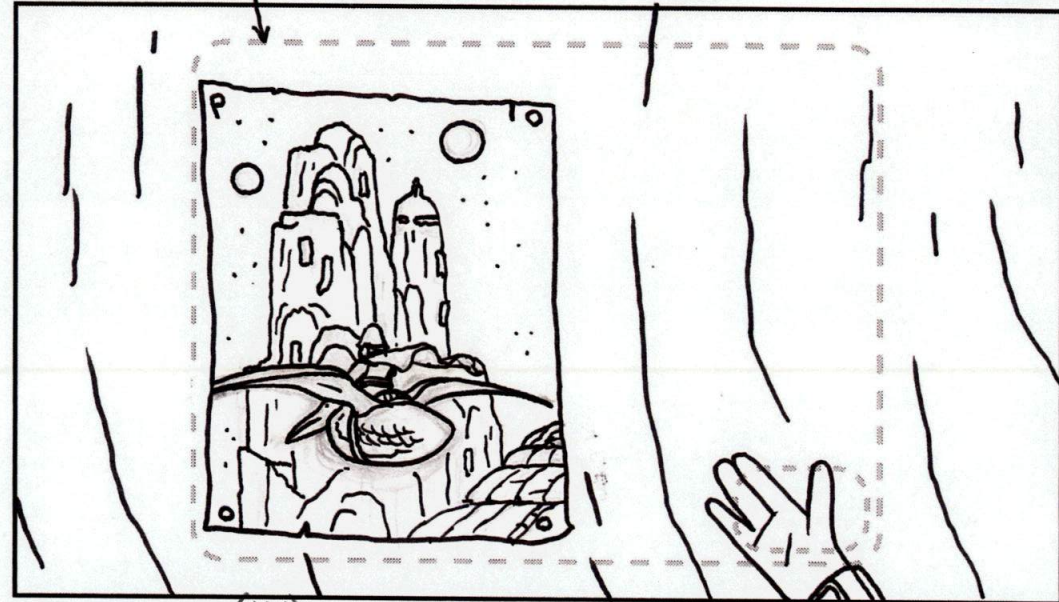
Arzach poster
Can we get the
rights? Or
Mc Escher self
portrait?

Page 144

Sc. 109 *cont* Pnl. *B* Bg. day night



Sc. 110 Pnl. *A* Bg. day night



Dialog: *Jerm (cont) / - right there*

(VO)
Jerm / You're still mad about that?

Action:

Timing:

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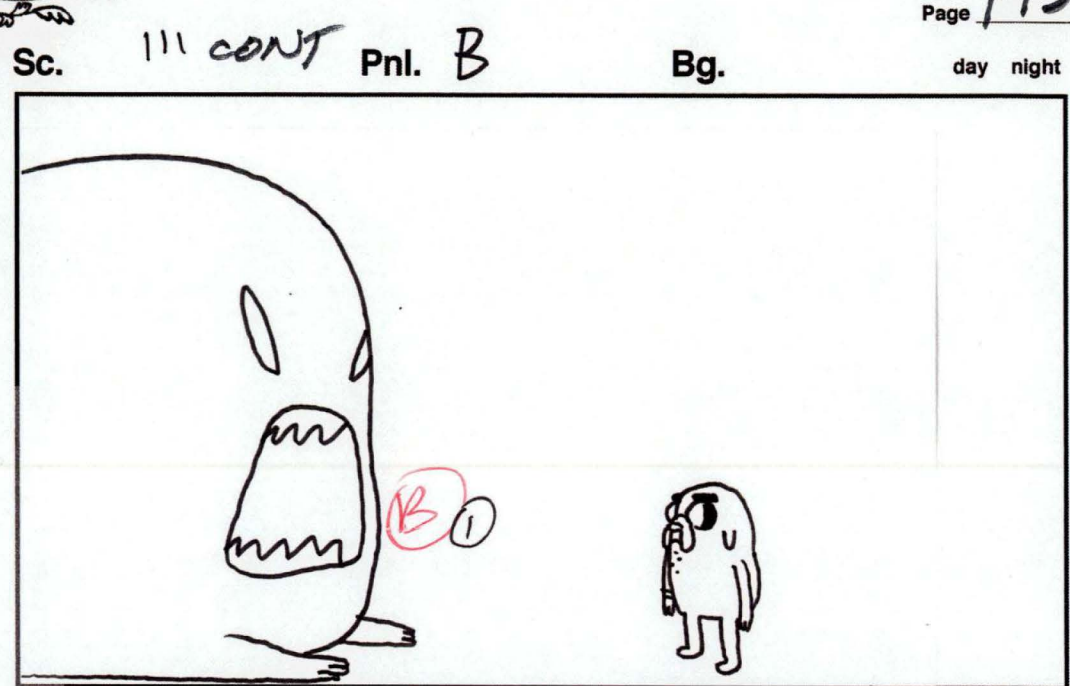
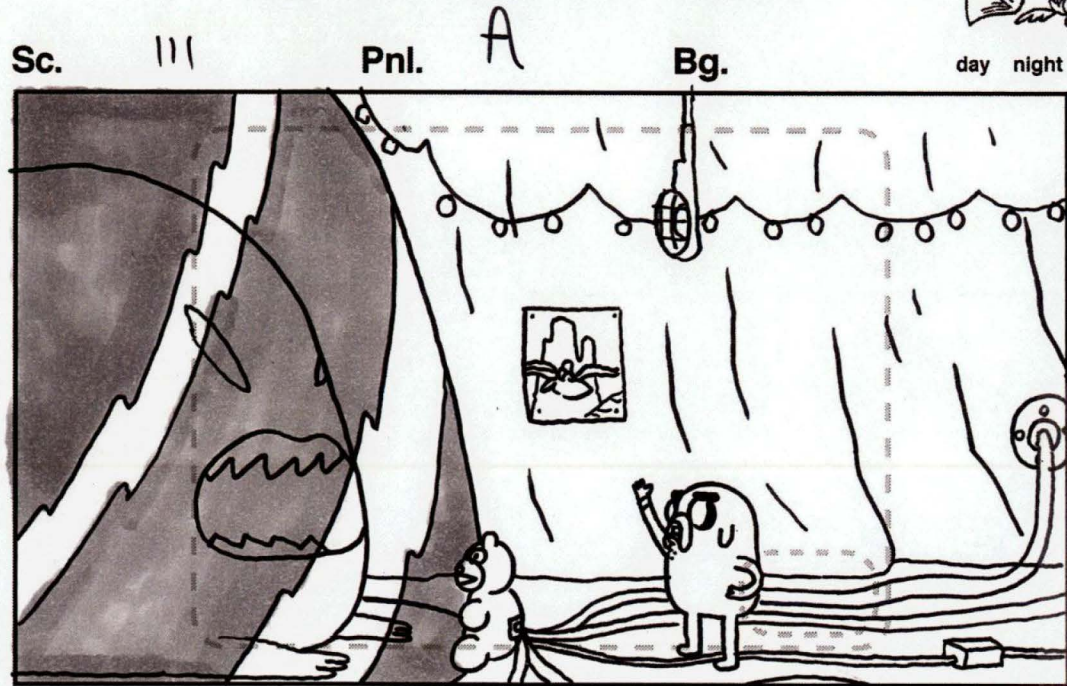
Production:

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ADVENTURE TIME

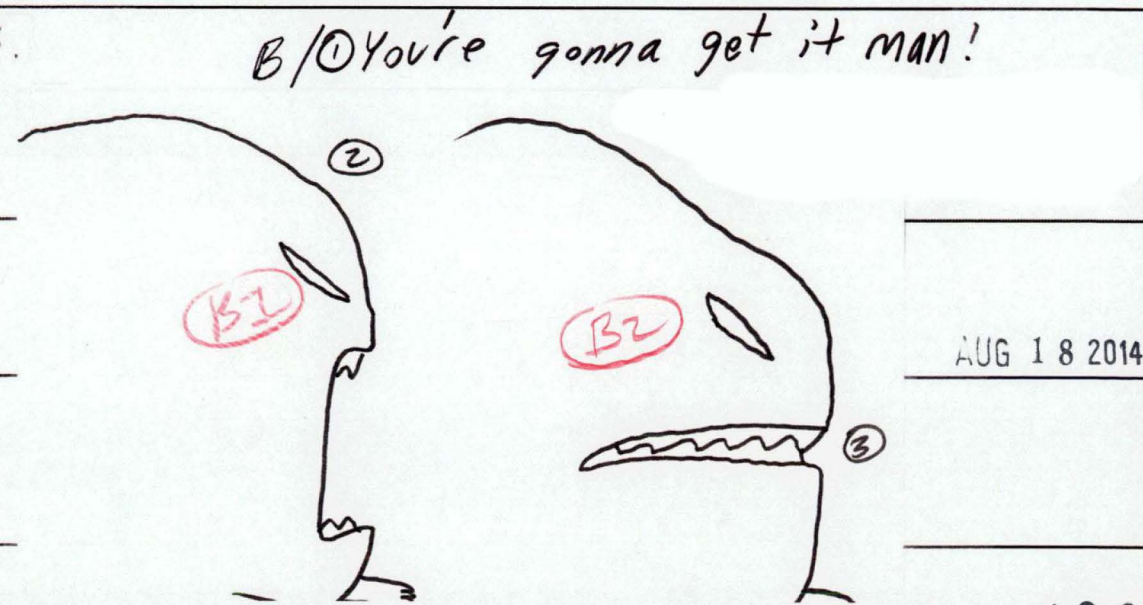


Dialog: Bryce/ How DARE you use TACKS.
on my poster!

Action:

Timing:

(A1) BOO
BOO
w/ CLOSED
MOUTH



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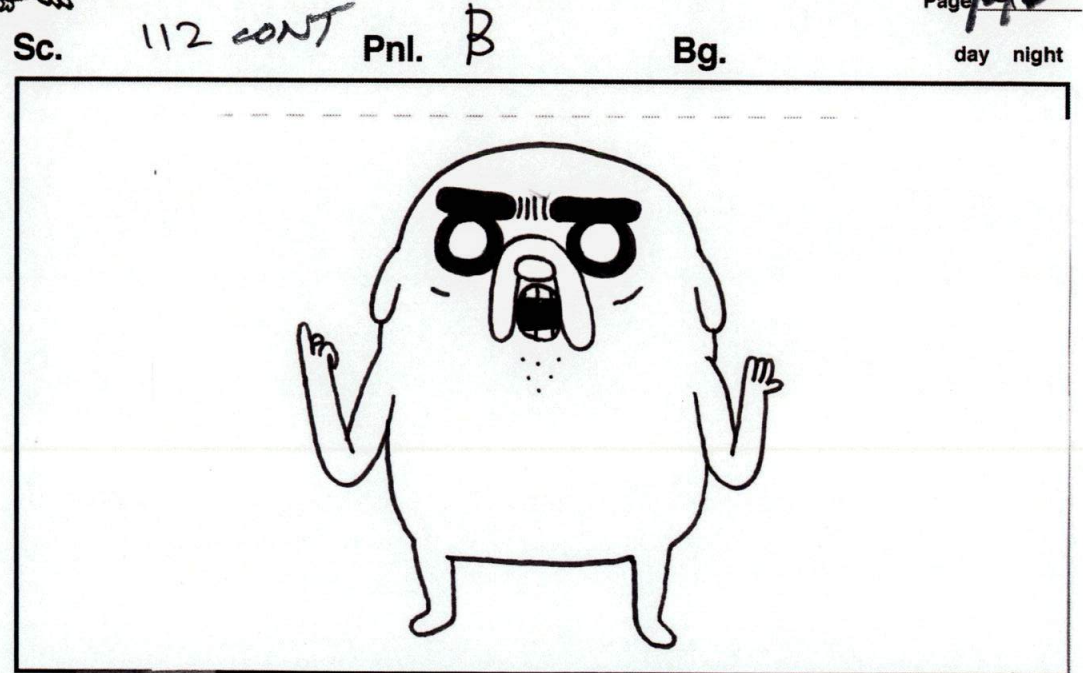
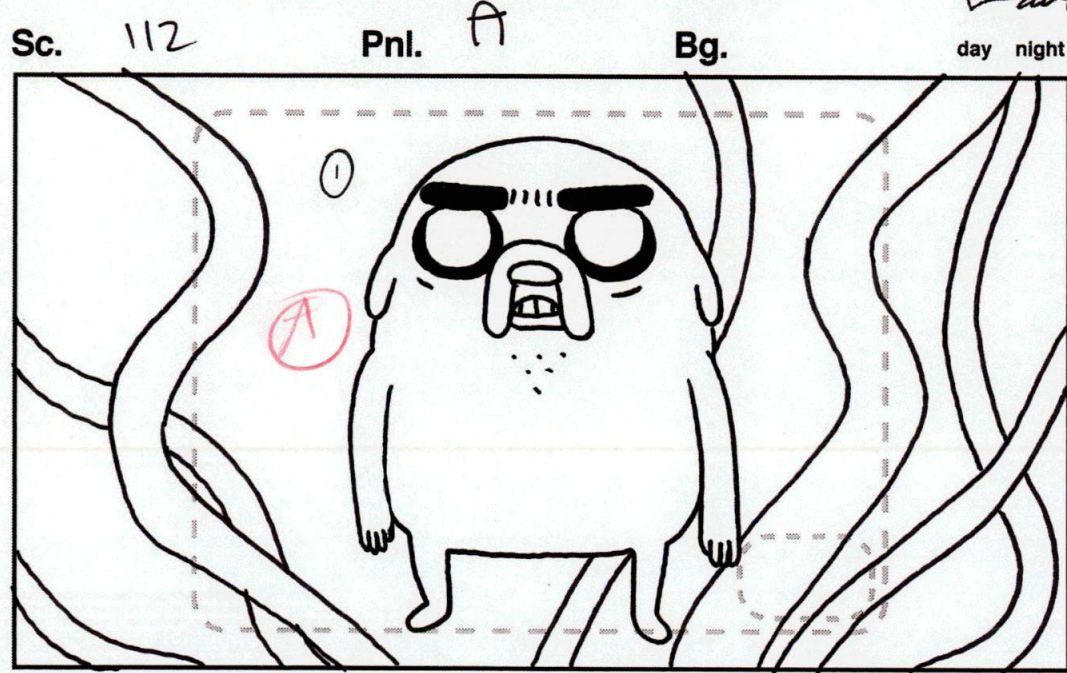
Production:

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ADVENTURE TIME



Dialog: Jermaine ① You know Bryce I would've
② let you and your poster go
③ years ago if you'd --

J (cont) / stop it with that "from the bottom up" talk.

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Production:

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ADVENTURE TIME



Sc. 113

Pnl. A

Bg.

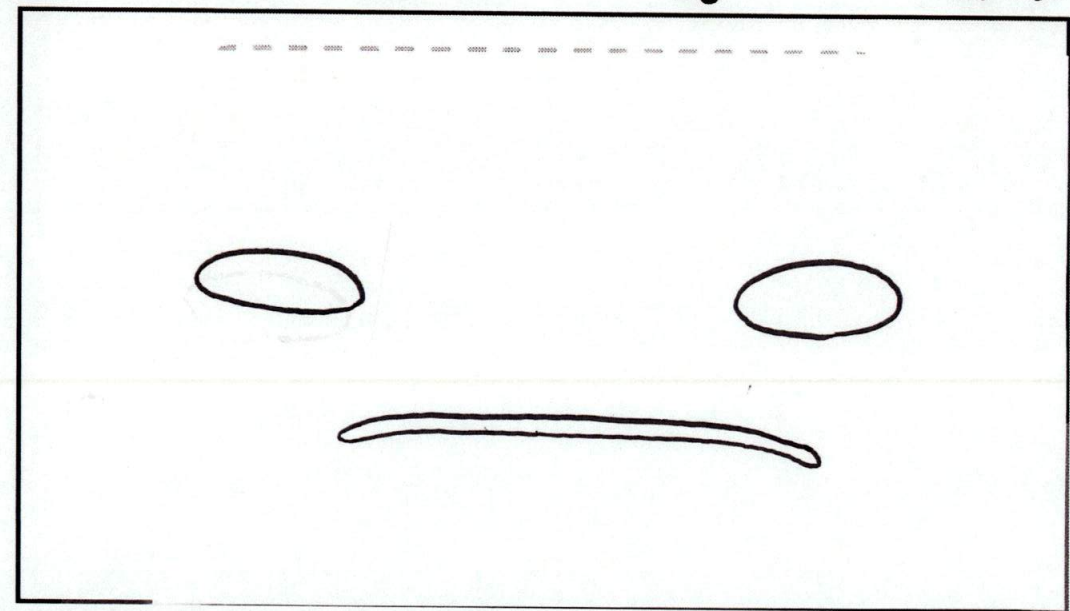
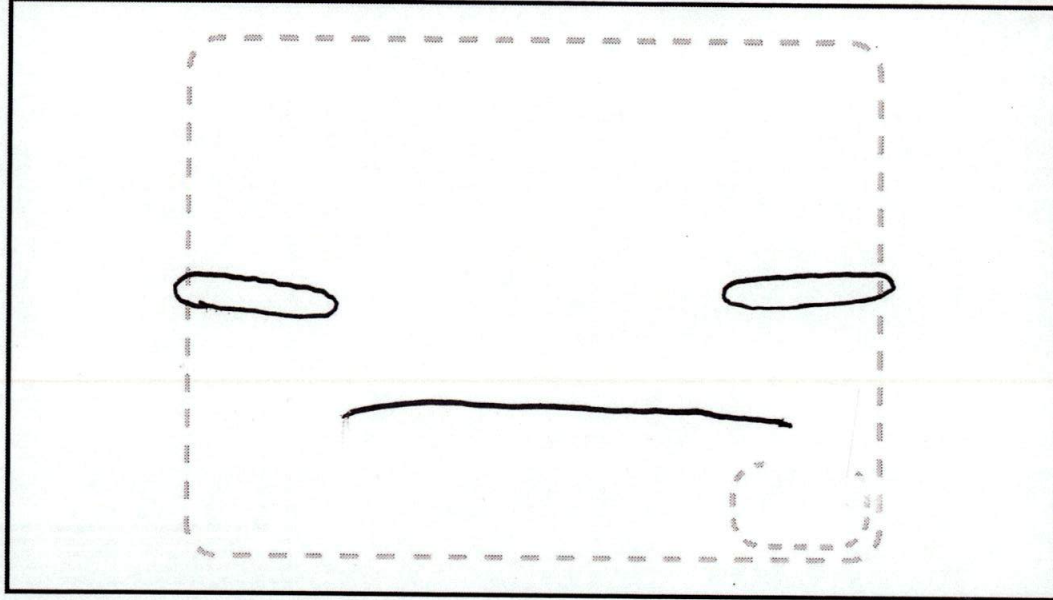
day night

Sc.

113 CONT Pnl. B

Bg.

Page 147
day night



Dialog:

Bryce/ (beat)

Bryce/ - you would?

Action:

Timing:

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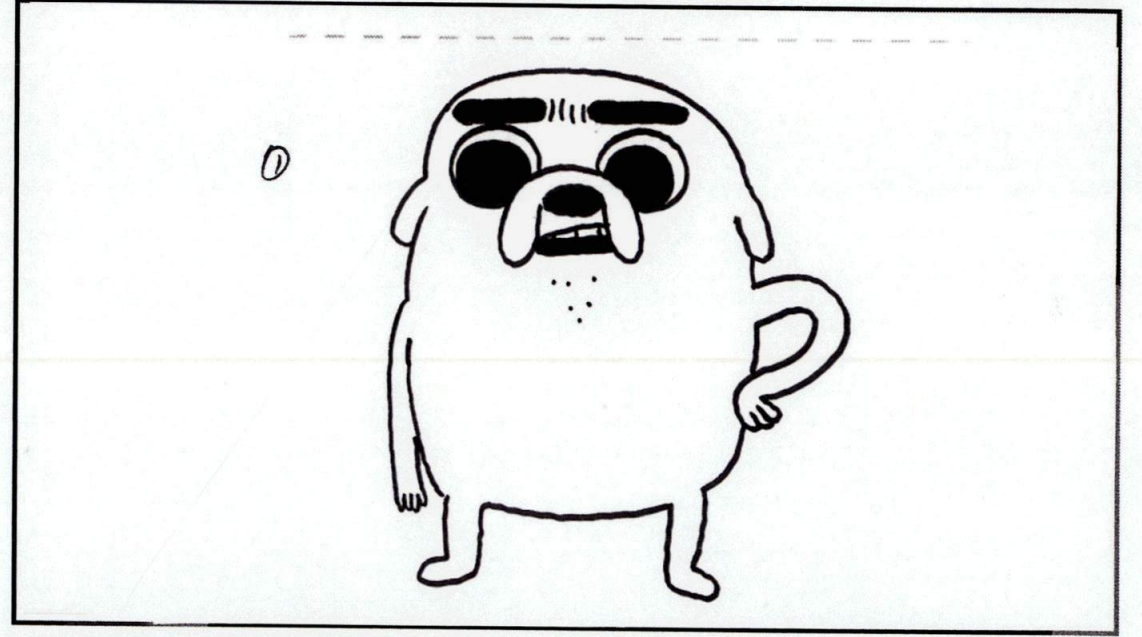
ADVENTURE TIME



Sc. 114 Pnl. A Bg. day night



Sc. 114 *CONT* Pnl. B Bg. day night

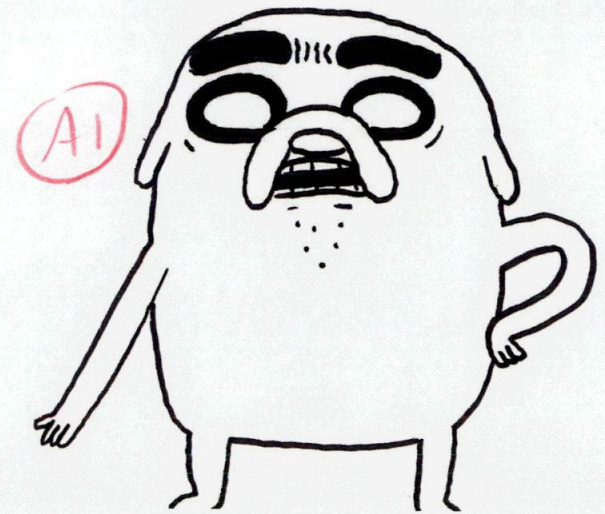


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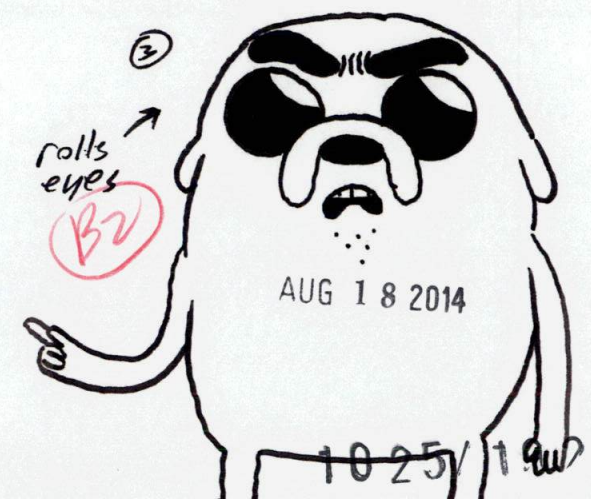
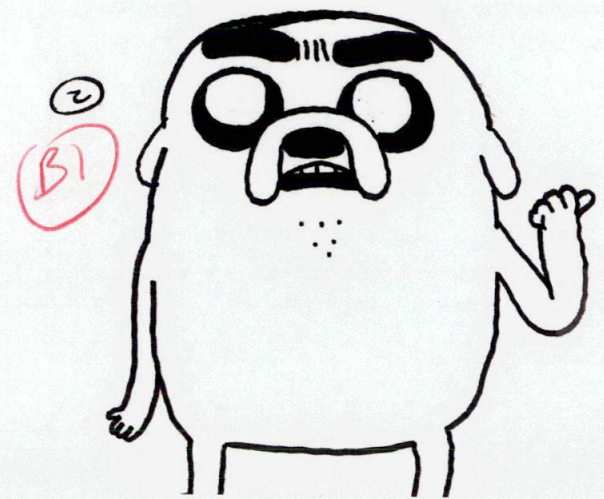
Dialog: *Jerm/ ① yeah man ② I don't wanna flip that tape all day!*

Action:

Timing:



Jerm/ ① That's you and Joshua beef 'cause ② you wouldn't stop breaking in ③ for that poster



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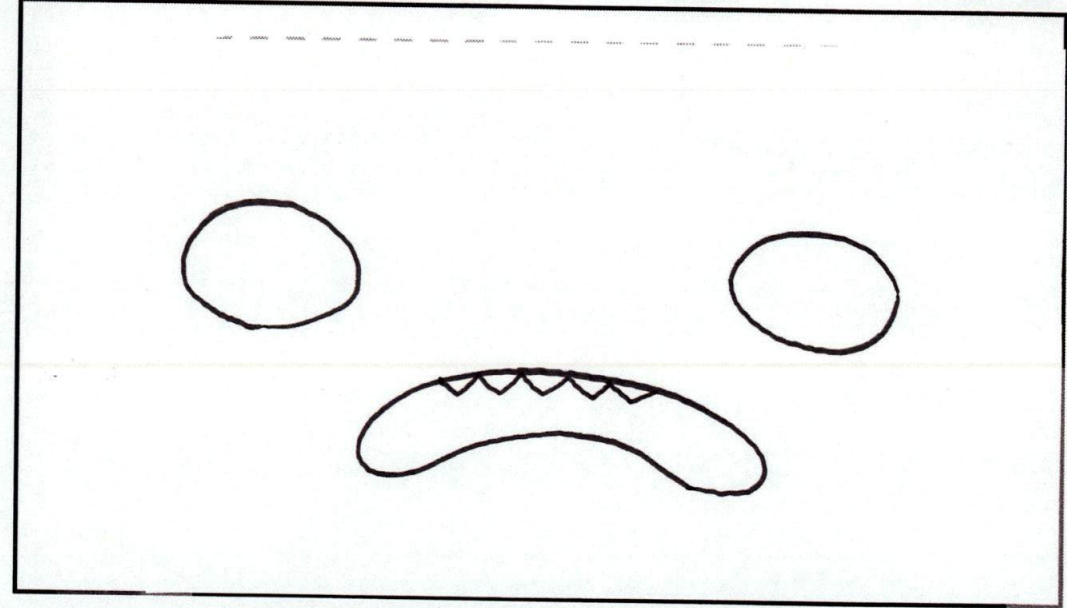
ADVENTURE TIME



Sc. 115 Pnl. A Bg. day night



Sc. 115 CONT Pnl. B Bg. day night



Dialog: Bryce well...

B / come on man let's be bros...

Action:

Timing:

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Production:

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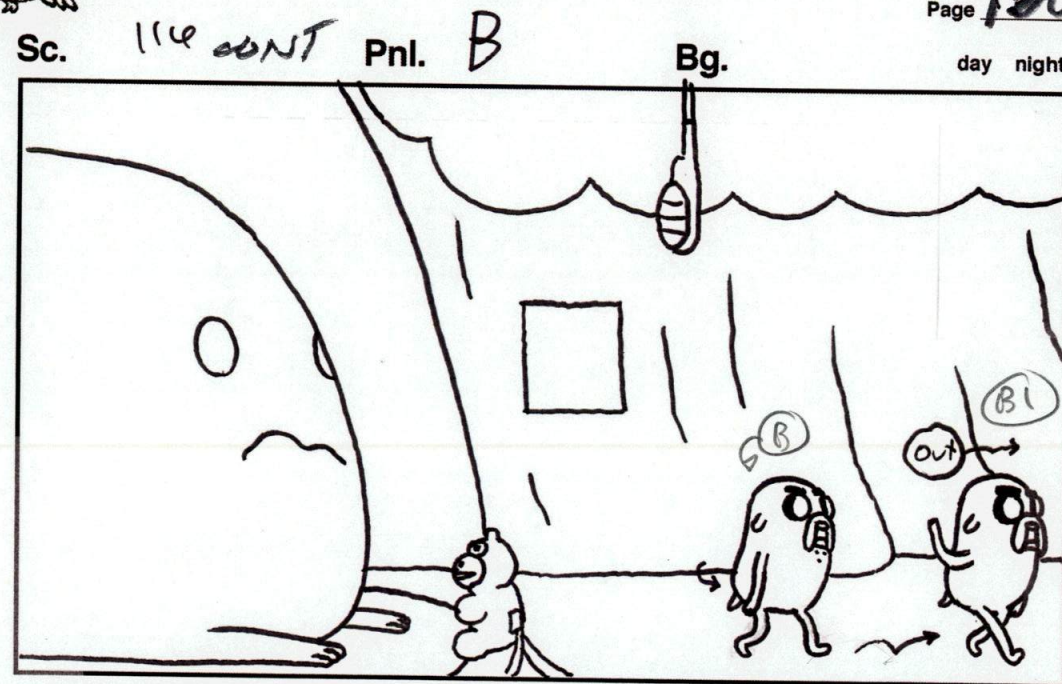
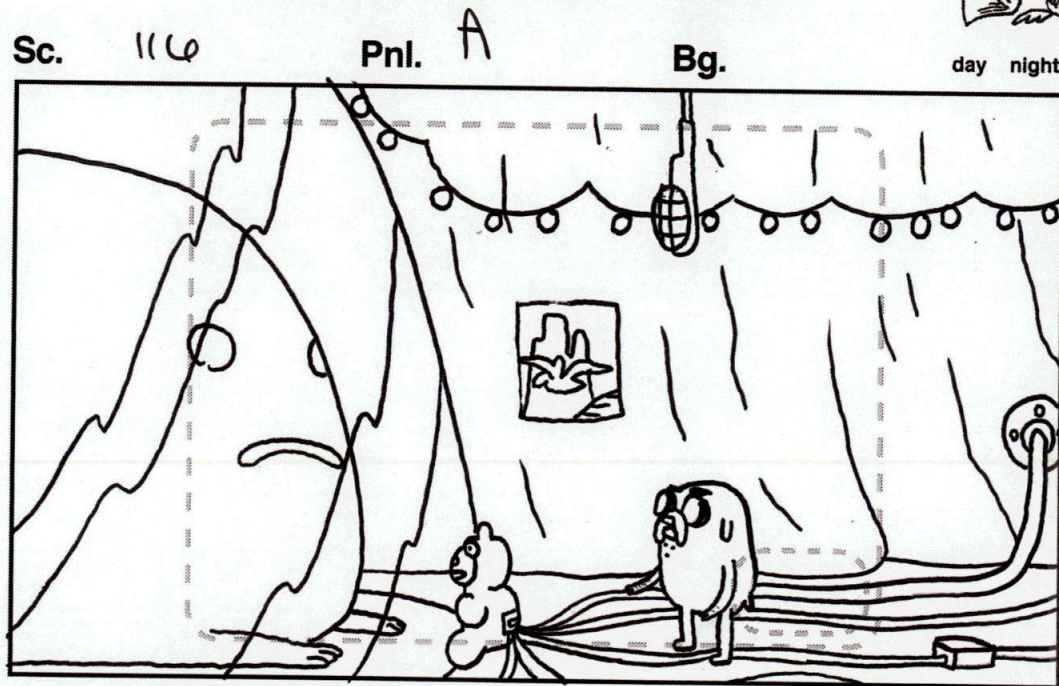
1025/192

1025/192

ADVENTURE TIME



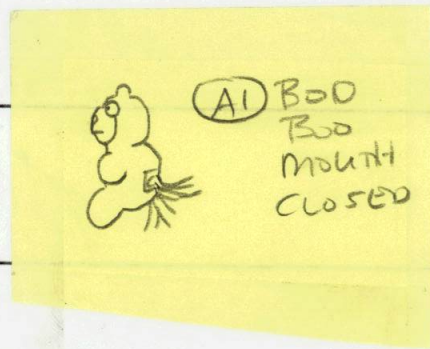
Page **150**



Dialog: Jermaine / Uh no way you psycho

Jermaine / I aint never gonna trust you after
all that stuff you said

Action:



-JER TURNS AND WALKS OFF/S.

Timing:

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Production:

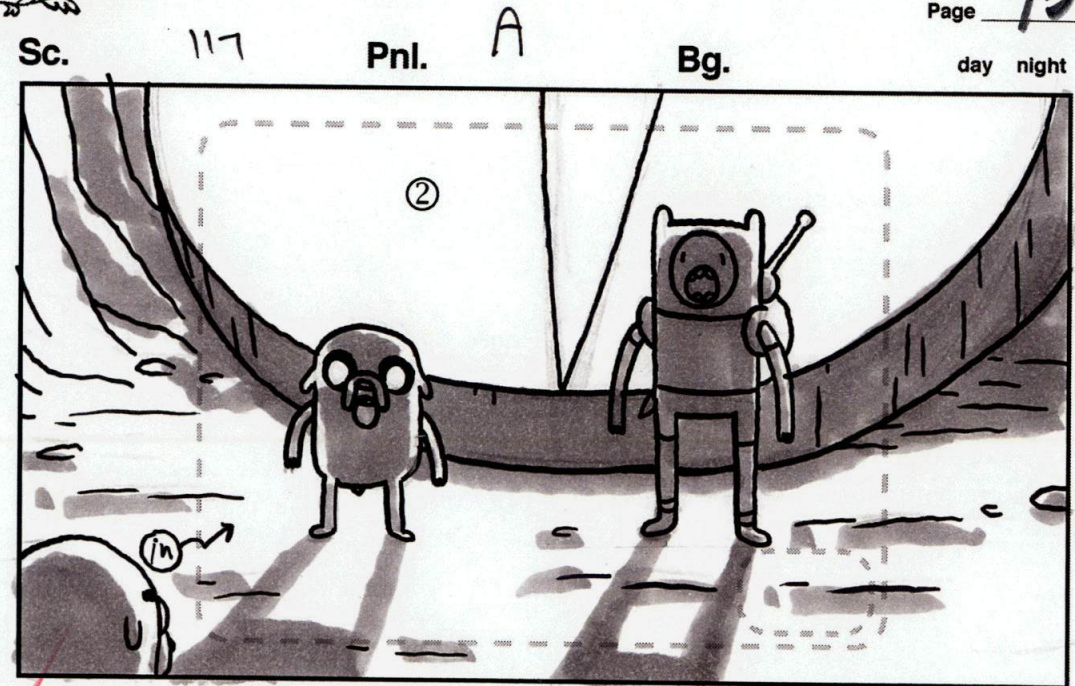
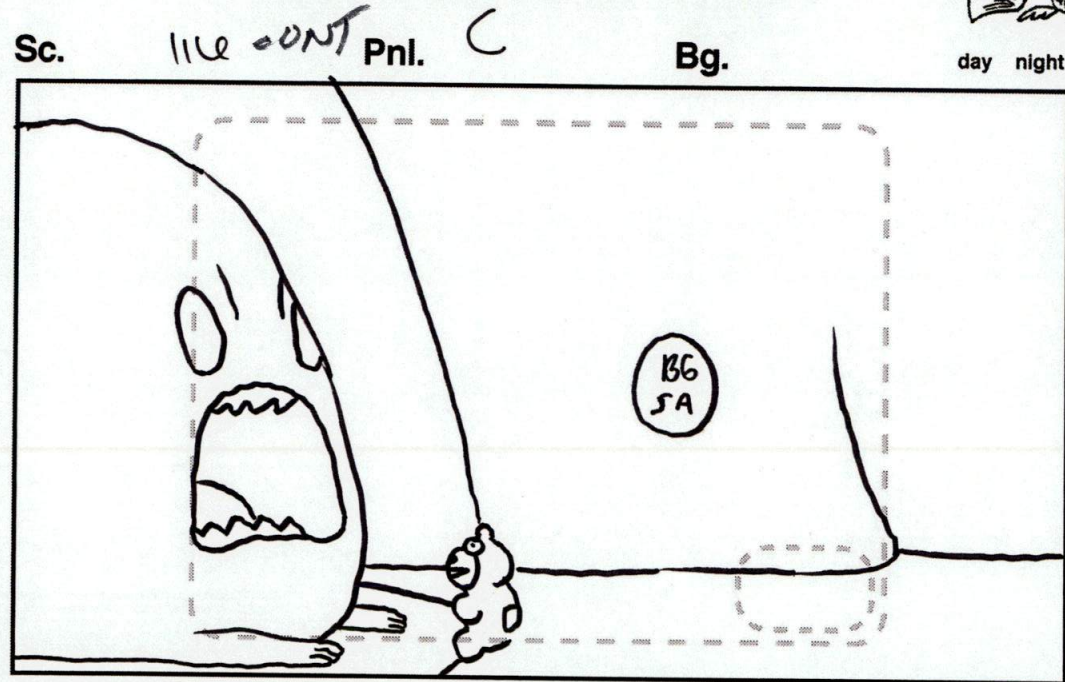
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ADVENTURE TIME



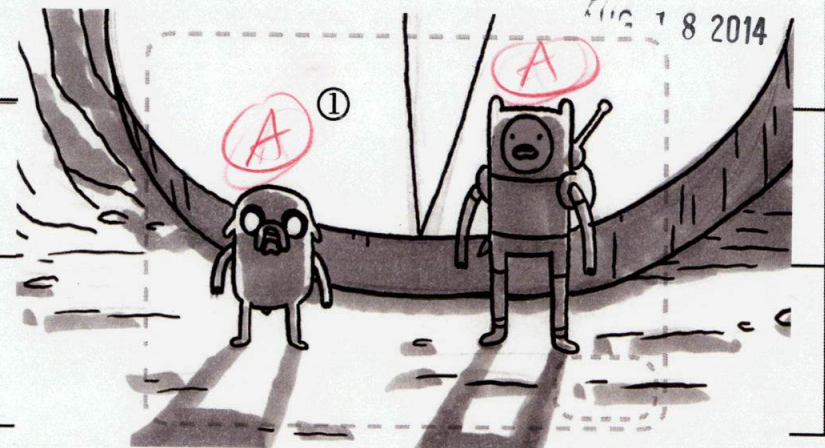
Dialog: Bryce: I'm gonna taste that dog carne asada.

Action:

- JGR WALKS ON/S.

Timing:

Bryce (o.s.): Ya hear?!



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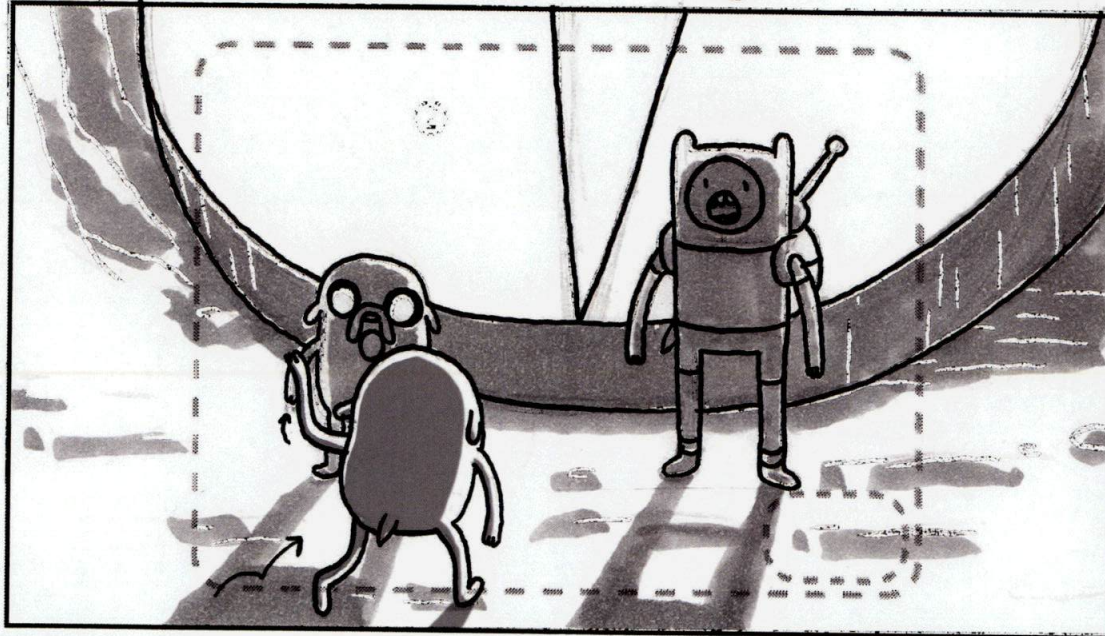
1025/192

1025/192

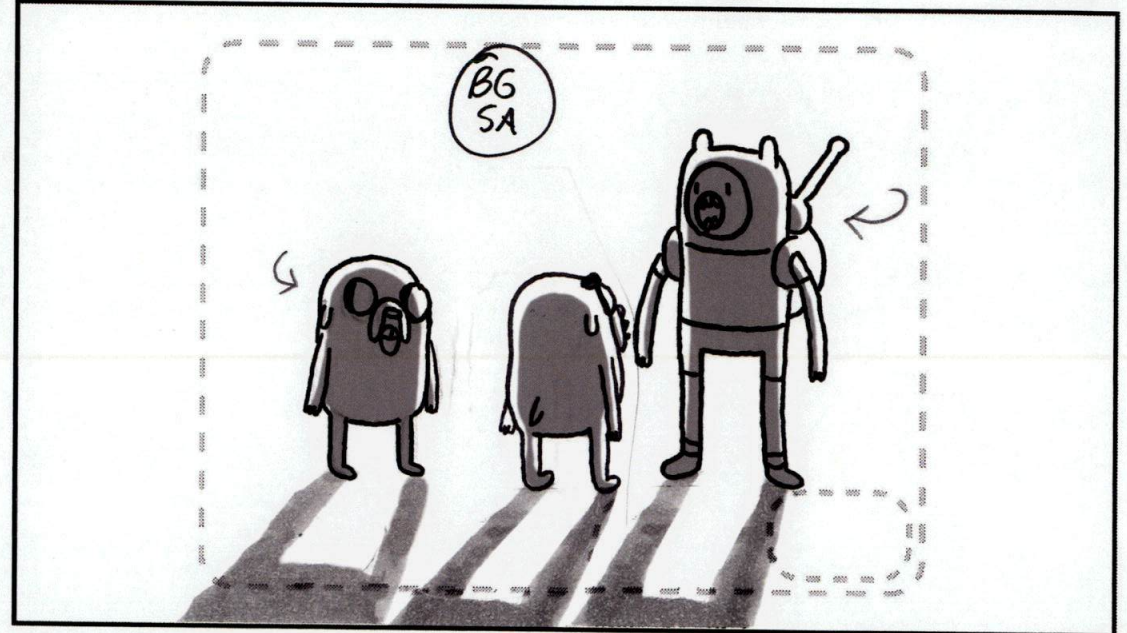
ADVENTURE TIME



Sc. 117 CONT Pnl. B Bg. day night



Sc. 117 CONT Pnl. C Bg. day night



Dialog: Jer: You're never gonna taste my dog Carne Asada.

Action:

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Timing:

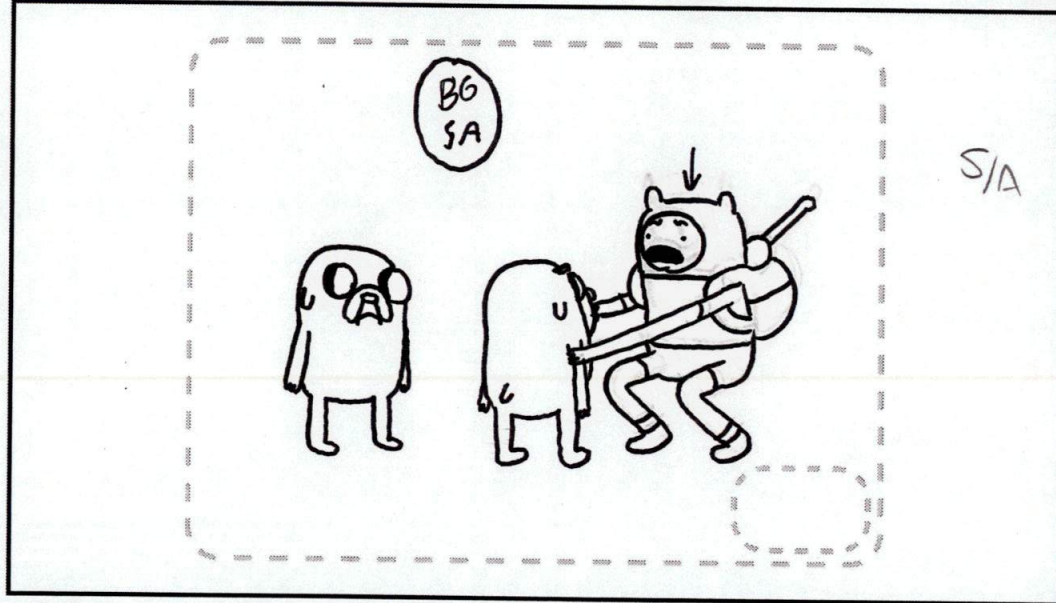
EPISODE #

Production:

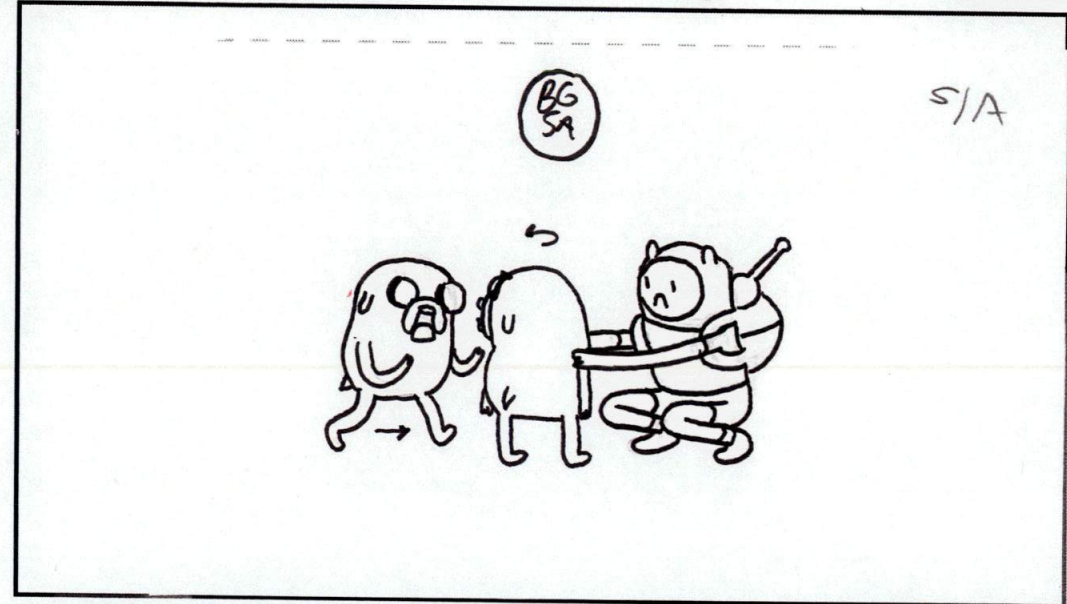
ADVENTURE TIME



Sc. 117 CONT Pnl. D Bg. day night



Sc. 117 CONT Pnl. E Bg. day night



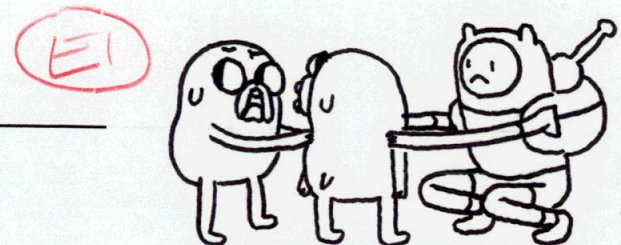
Dialog: Finn! Dvde yor can't live like this!

Take! ① Yeah yor got a plan B ② For Bryce or what?

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Action:

Timing:



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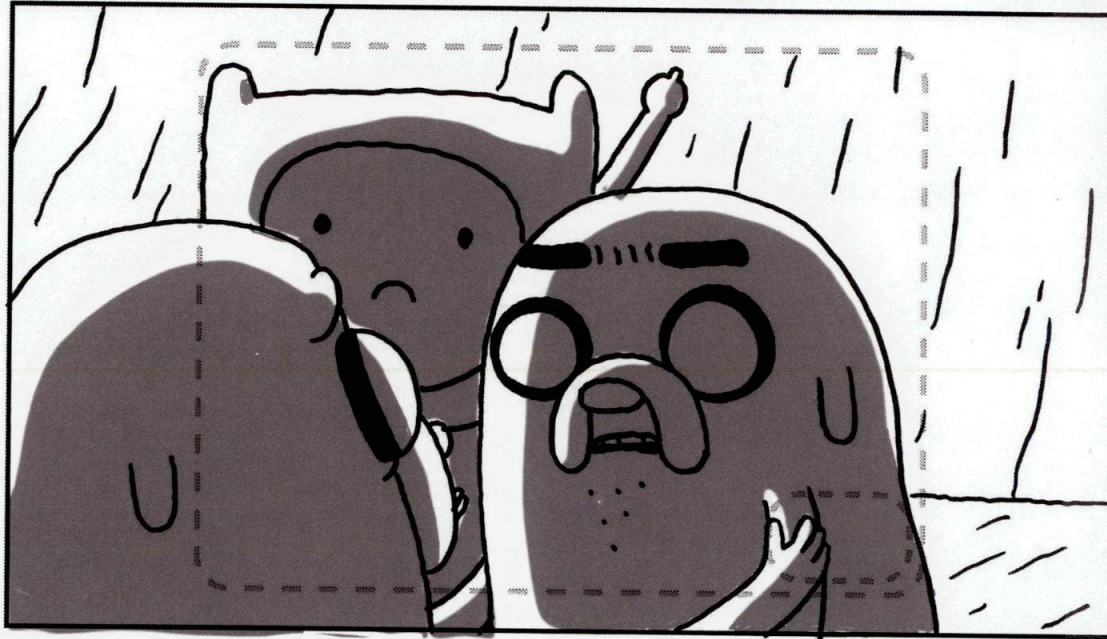
1025/192

1025/192

ADVENTURE TIME

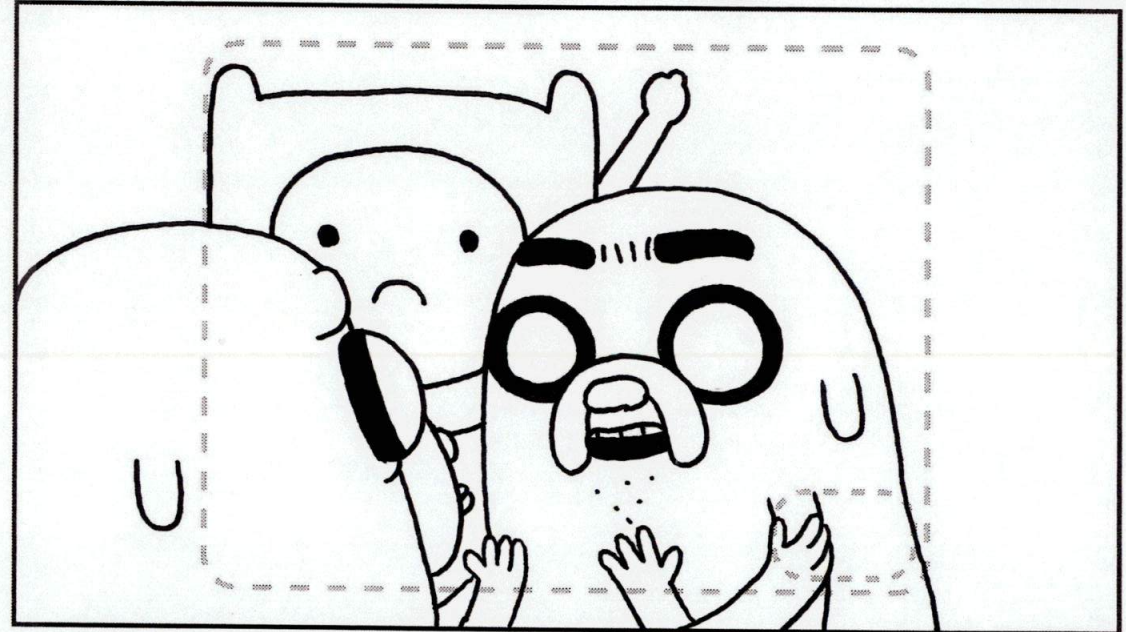


Sc. 118 Pnl. A Bg. day night



Sc. 118 CONT Pnl. B Bg. day night

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Dialog: Jermaine/ I don't need a Plan B

Jerm/ I'm responsible.

Action:

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Timing:

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Production:

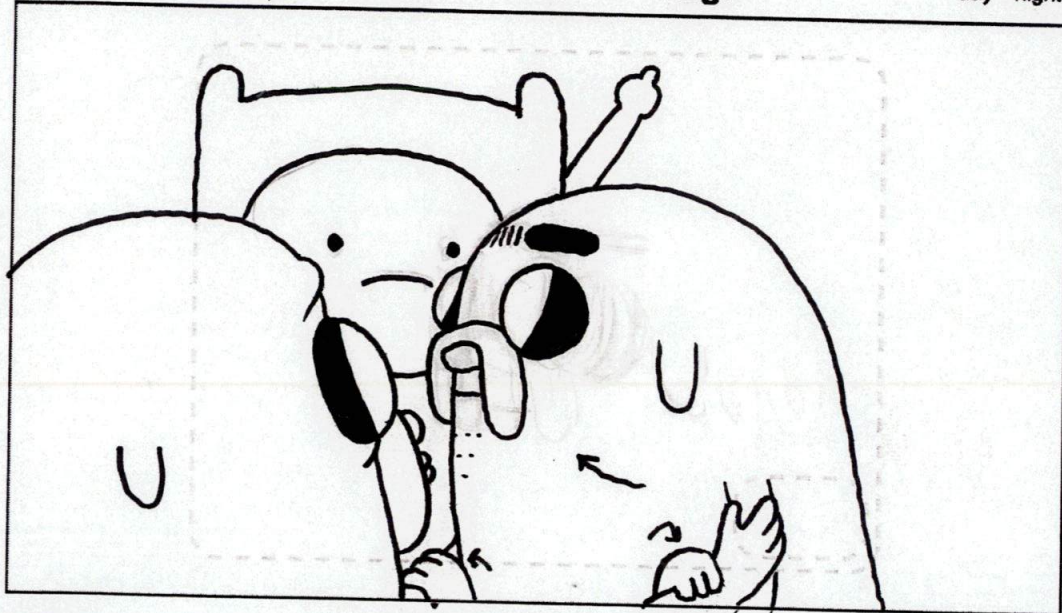
1025/192

ADVENTURE TIME

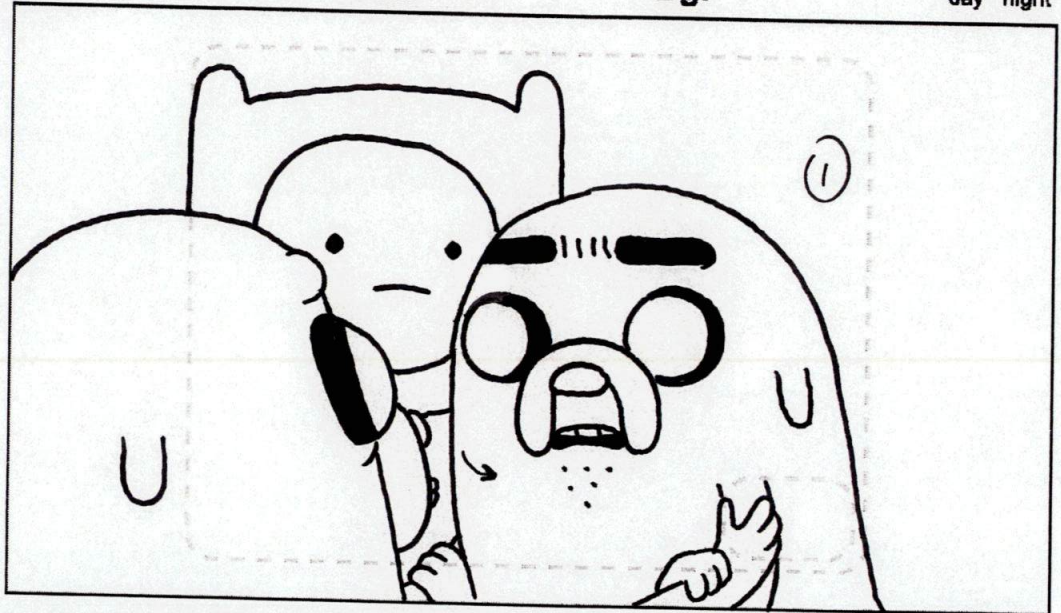


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Sc. **118 CONT** Pnl. **C** Bg. **day night**



Sc. **118 CONT** Pnl. **D** Bg. **day night**



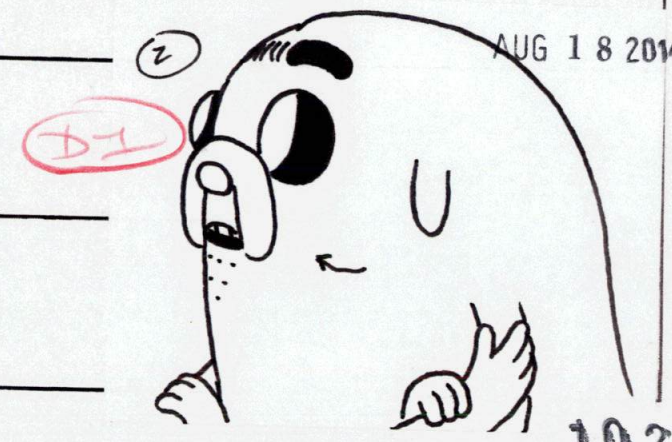
Dialog:

(Beat)

Jerm/① you guys want fried rice or something?
② I can make fried rice.

Action:

Timing:



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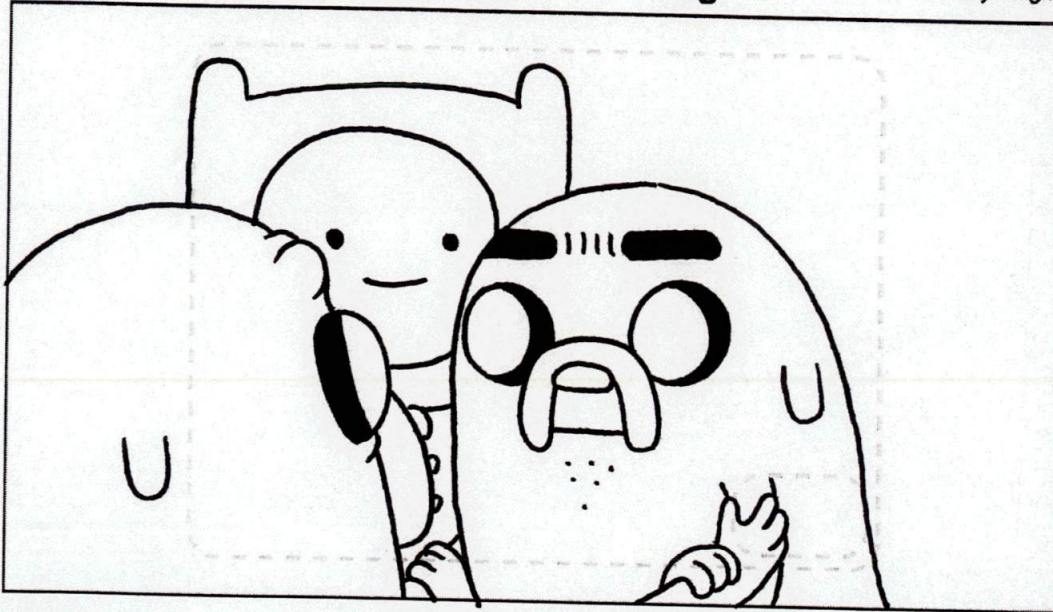
1025/192

ADVENTURE TIME



Sc. 118 CONT Pnl. E Bg.

day night

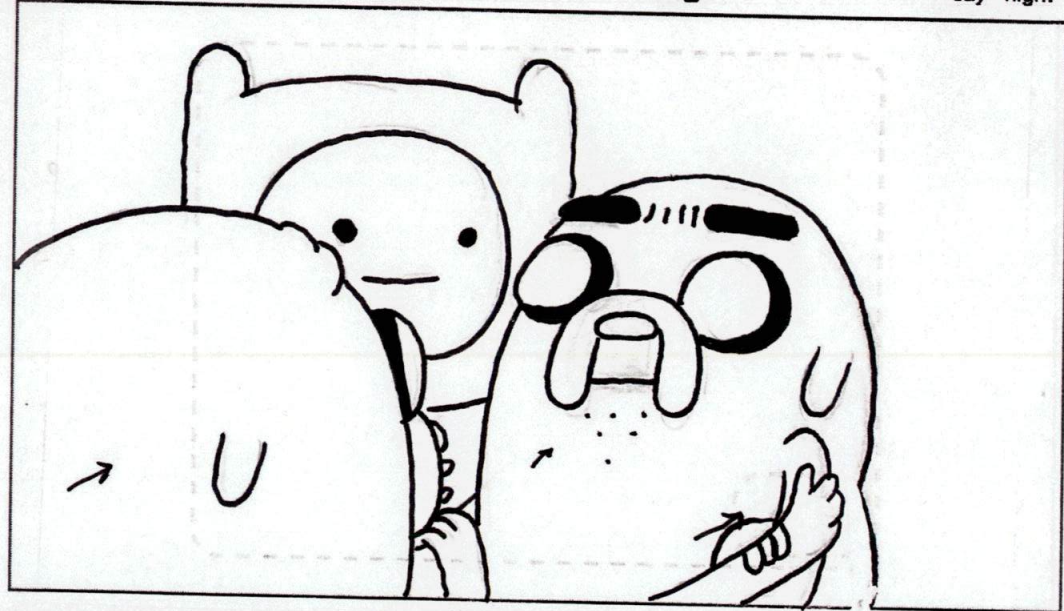


Sc.

118 CONT Pnl. F

Bg.

Page 155
NO PG 156
day night



Dialog: Jake / No Jermaine. we'll make _____ you fried rice.

Action:

Jake prsh Jermaine slightly on "you"

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Timing:

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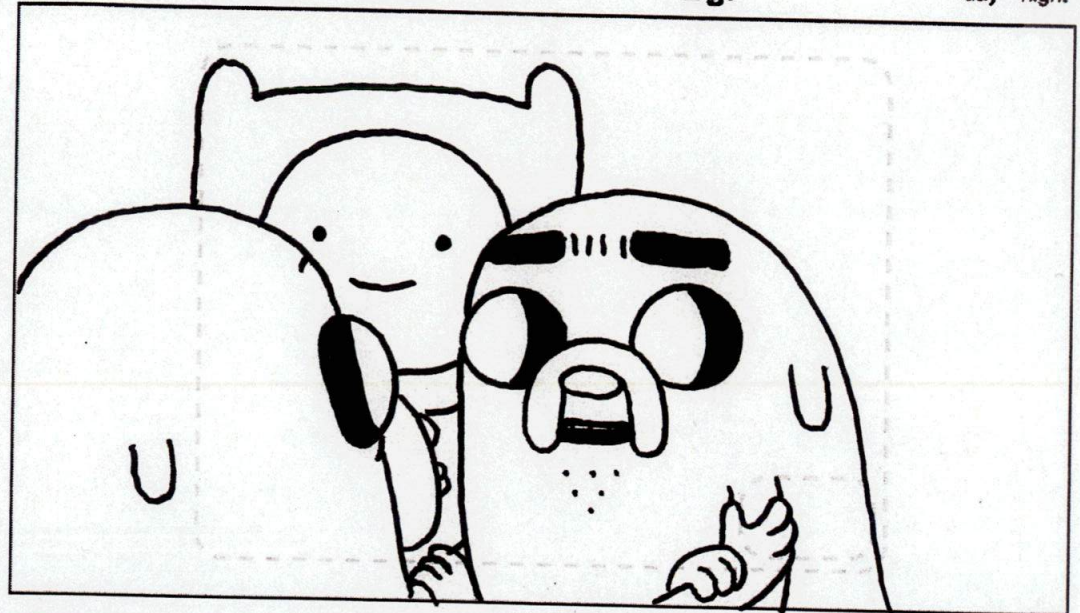
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ADVENTURE TIME



Sc. 118 CONT Pnl. G Bg. day night

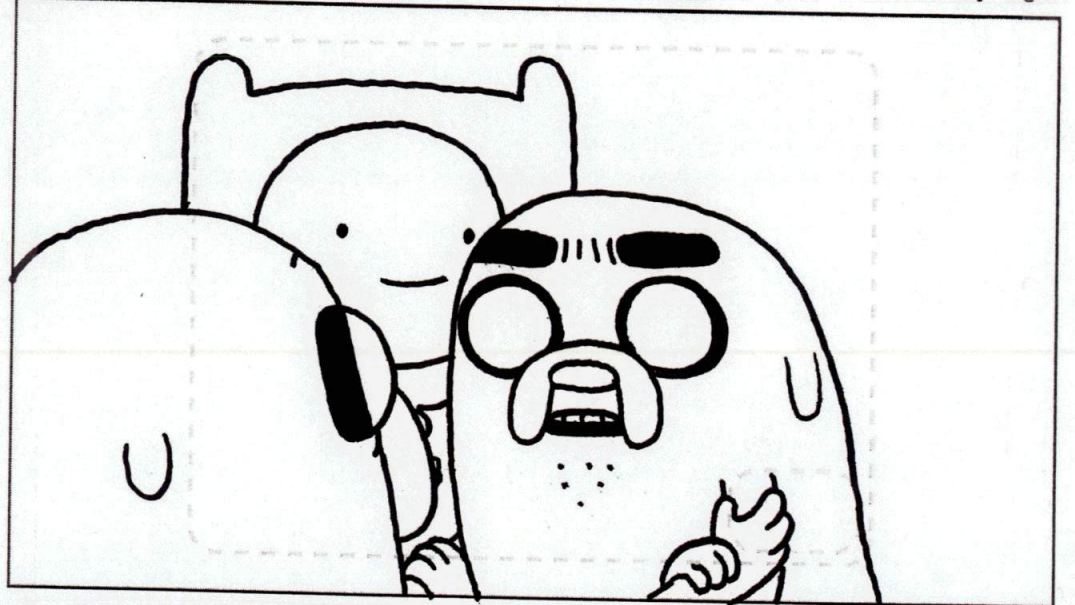


Dialog: Jerm/ ok just don't break any more junk.

Action:

Timing:

Sc. 118 CONT Pnl. H Bg. day night



Jerm/ That's our parent's valuable artifacts you knuckleheads.

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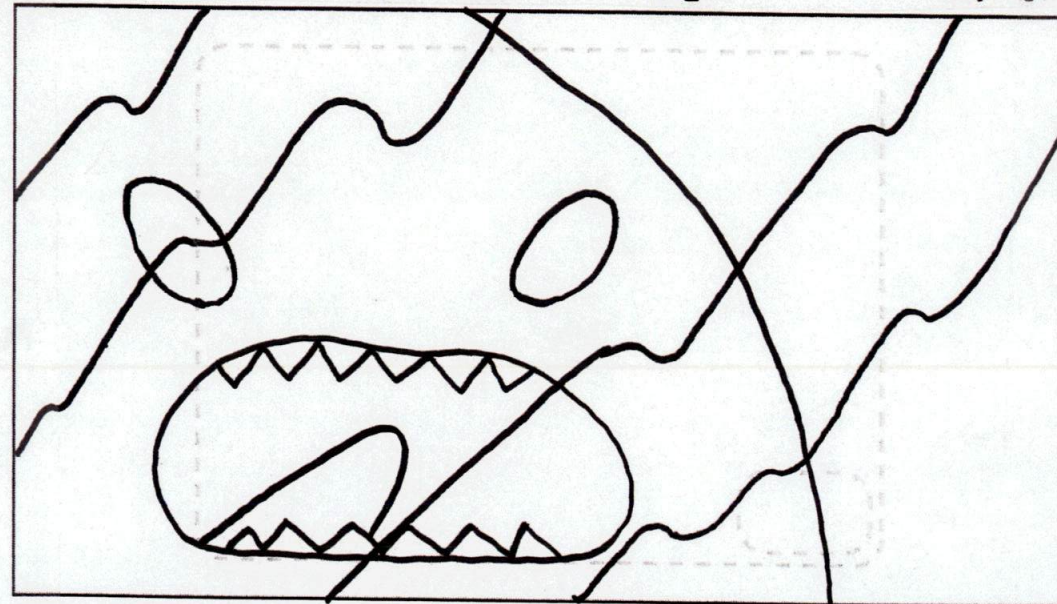
ADVENTURE TIME



Sc. 119 Pnl. A Bg. day night



Sc. 119 CONT Pnl. B Bg. day night



Dialog: Bryce/ I'm gonna white knuckle
yov Jermaine

B/ Yov'll see!!

Action:

Timing:

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ADVENTURE TIME



Sc.

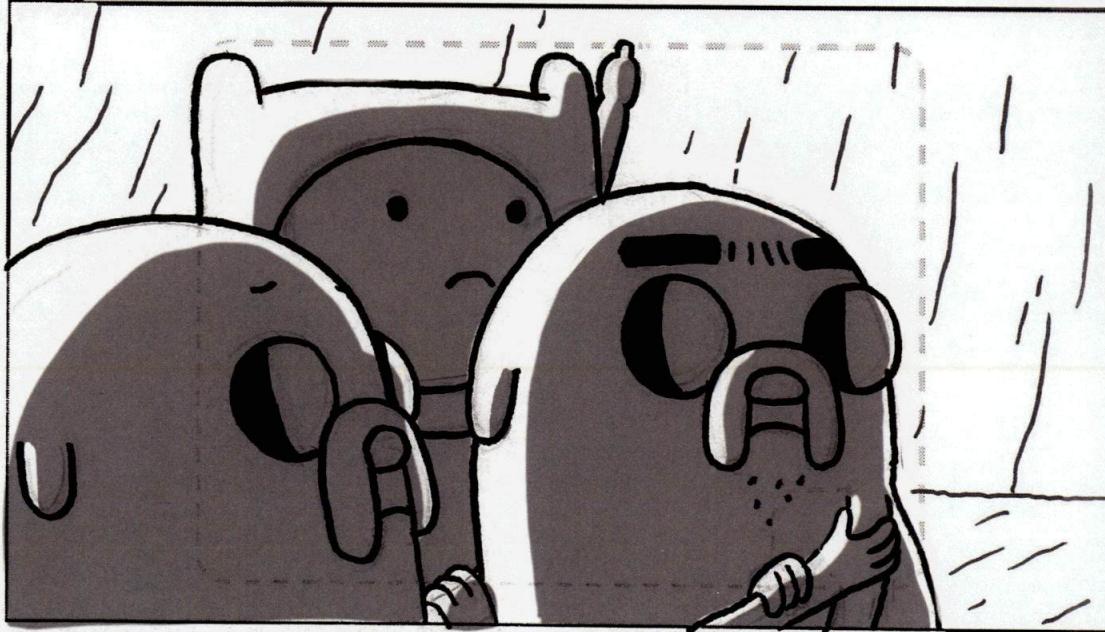
120

Pnl.

A

Bg.

day night



Sc.

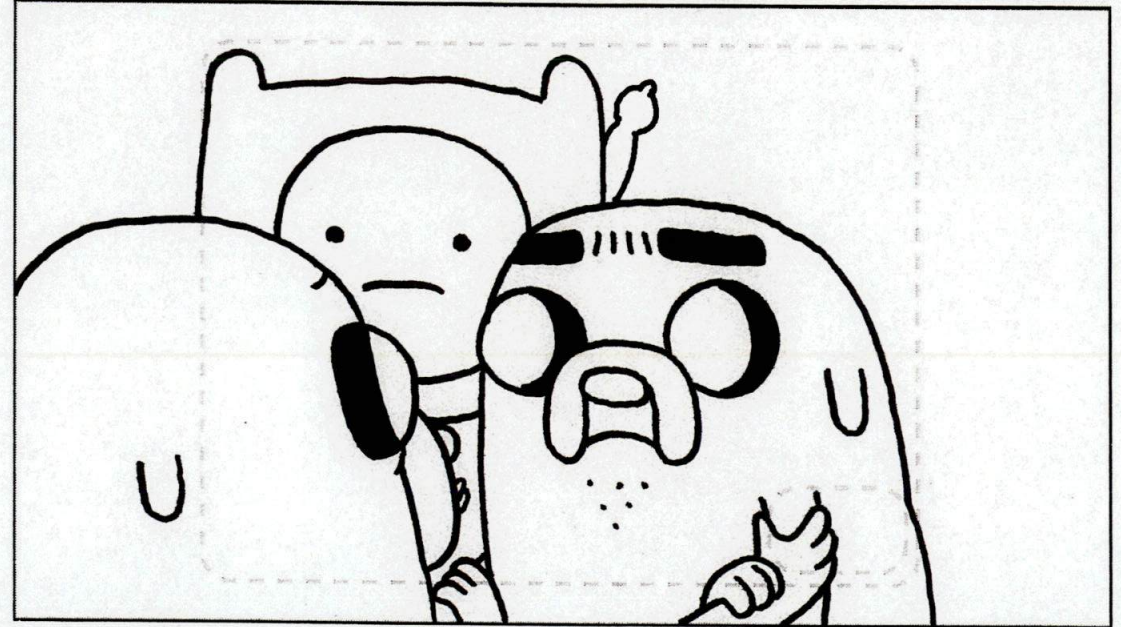
120 CONT

Pnl.

B

Bg.

day night



Dialog:

Action:

Timing:

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ADVENTURE TIME



Sc.

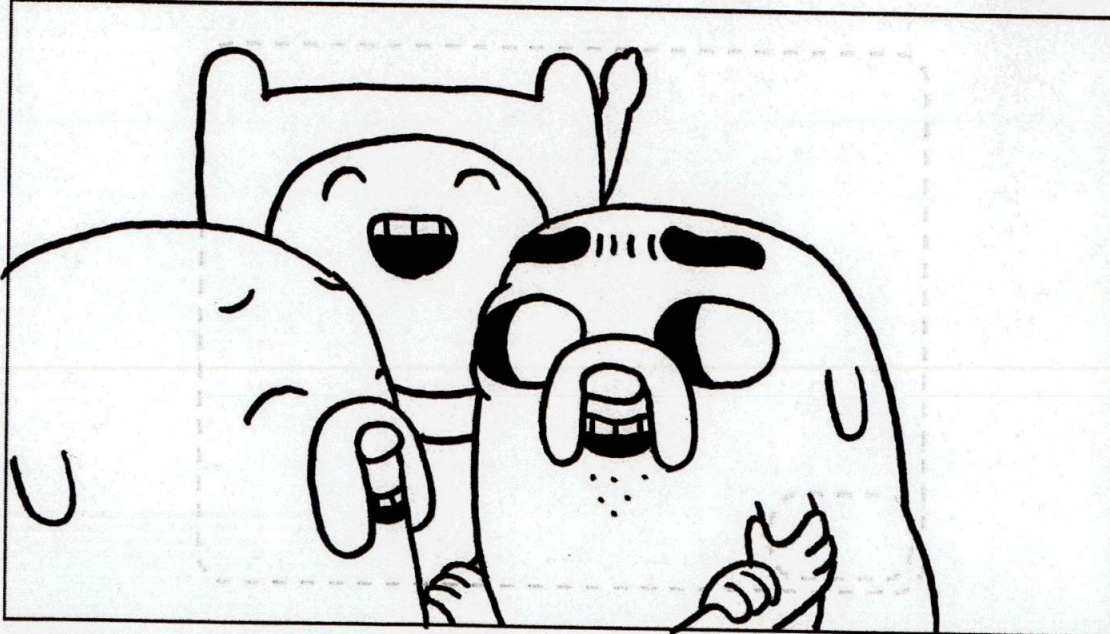
120 cont

Pnl.

C

Bg.

day night



Sc.

121

Pnl.

A

Bg.

day night



Dialog:

F+J+J / HAHAAHA

Jermaine / heheh

Action:

Timing:

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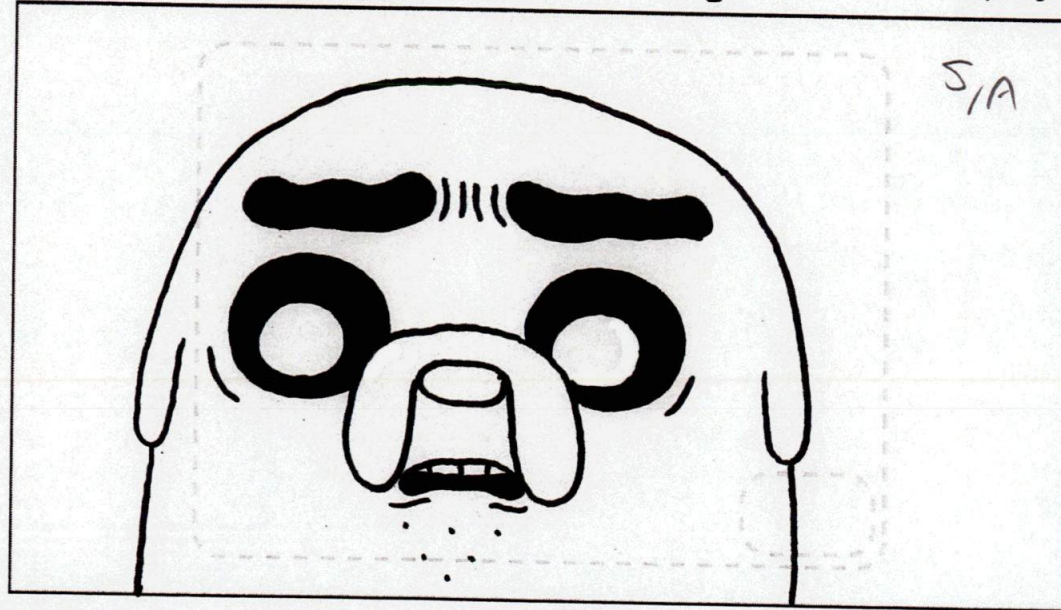
EPISODE #
10 25 / 19 21025-192

Production :

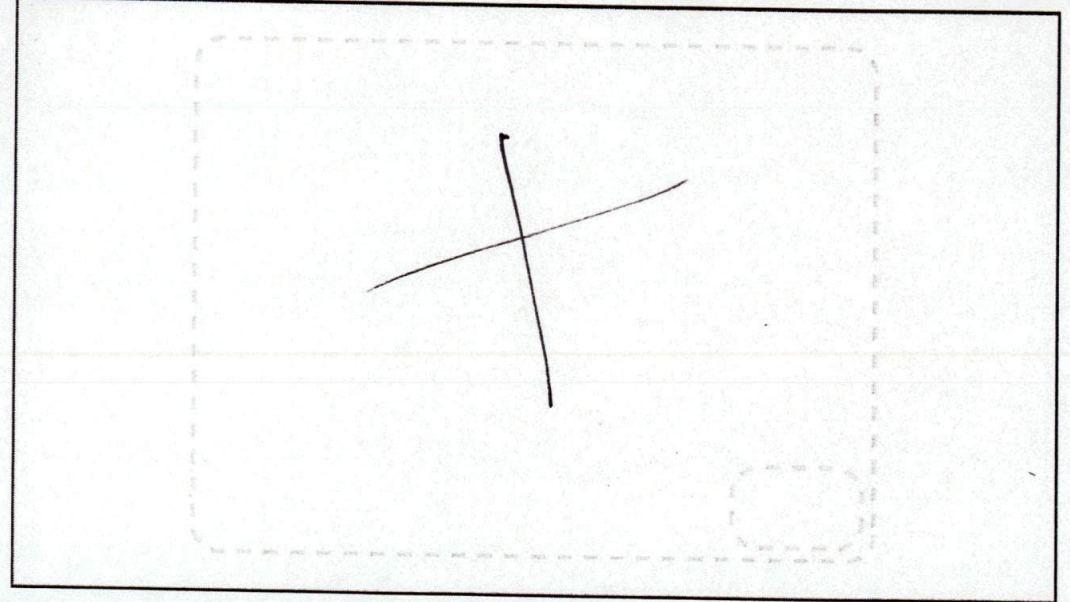
ADVENTURE TIME



Sc. 121 cont Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	Jemine / <u>SIGH</u>
Action:	
Timing:	AUG 18 2014

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ADVENTURE TIME



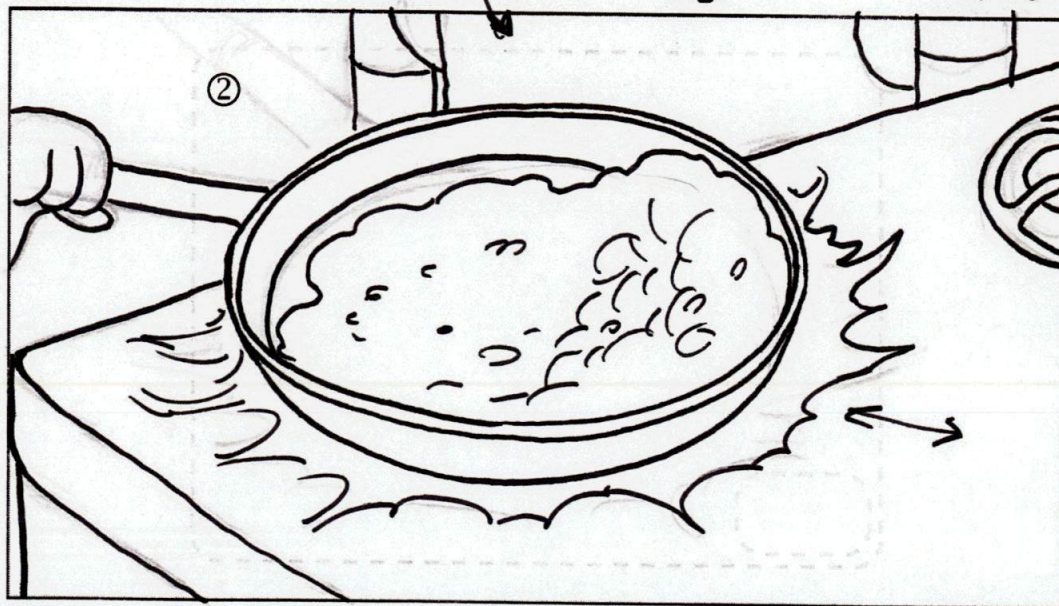
Page 167

Sc. 122

Pnl. A *firm*

Bg.

day night

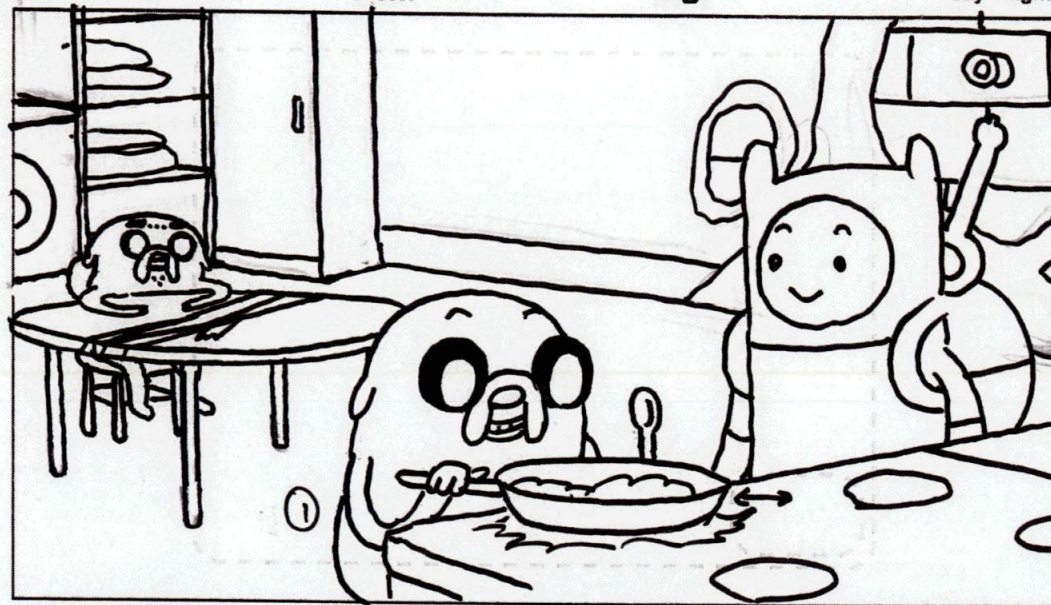


Sc. 123

Pnl. A

Bg.

day night



Dialog:

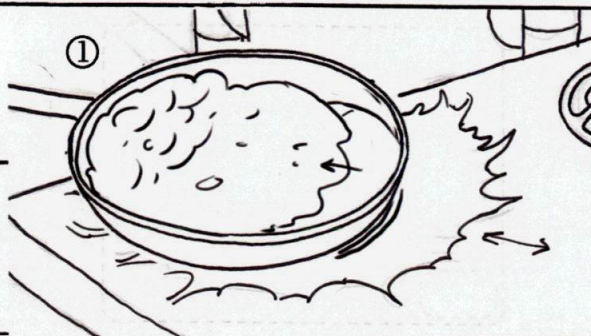
Jake / ⁽⁰⁵⁾ WOO!

Jake moving skillet back and forth

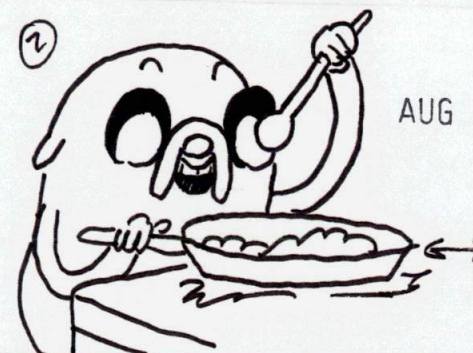
Jake / ① I never even ② made fried rice before!

DEMONS : walla (distant sound of demons howling)

Action:



Timing:



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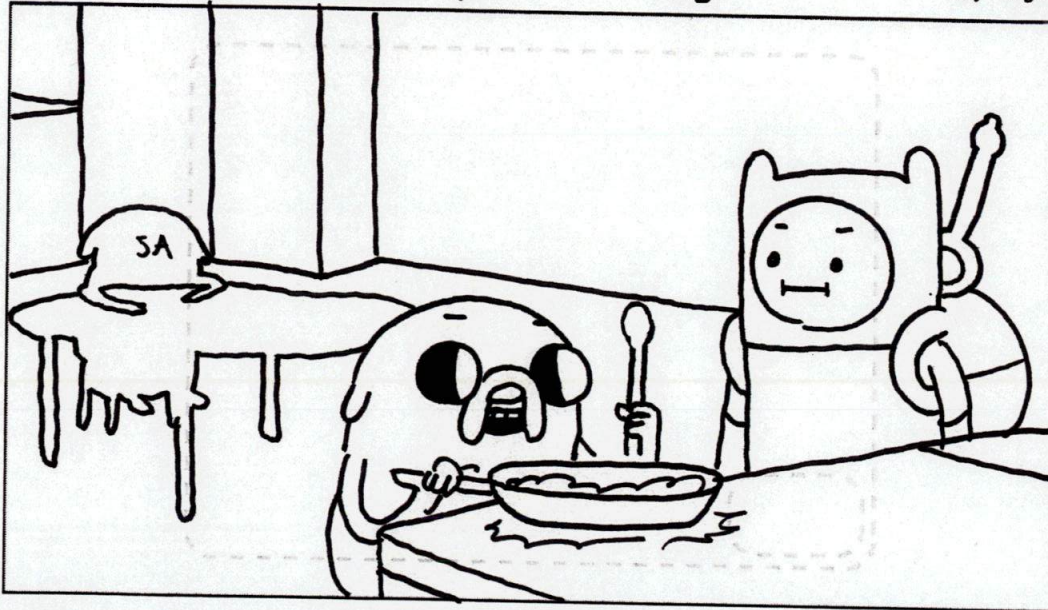
1025/192

1025/192

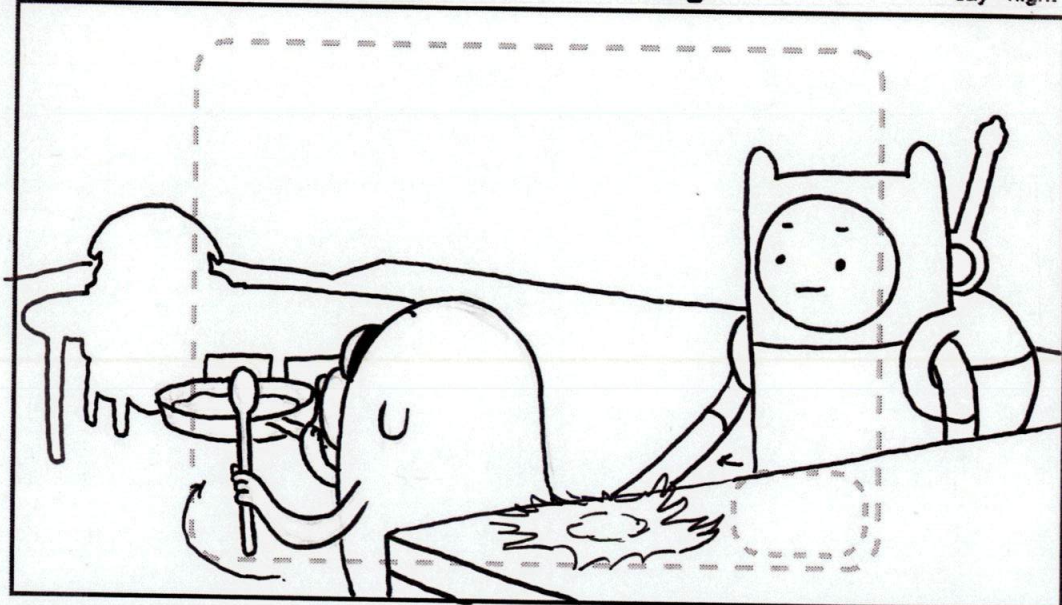
ADVENTURE TIME



Sc. 123 CONT Pnl. B Bg. day night



Sc. 123 CONT Pnl. C Bg. day night



Dialog: Take/ Get the plates.

Action:

- Finn turns off stove
- J. TAKES PAN WITH HIM.

Timing:

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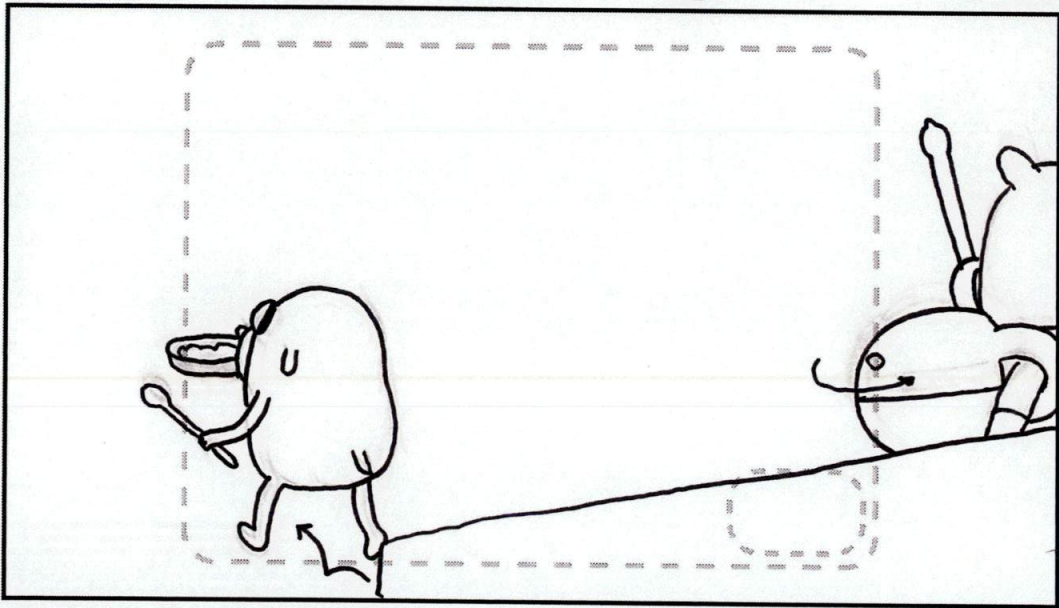
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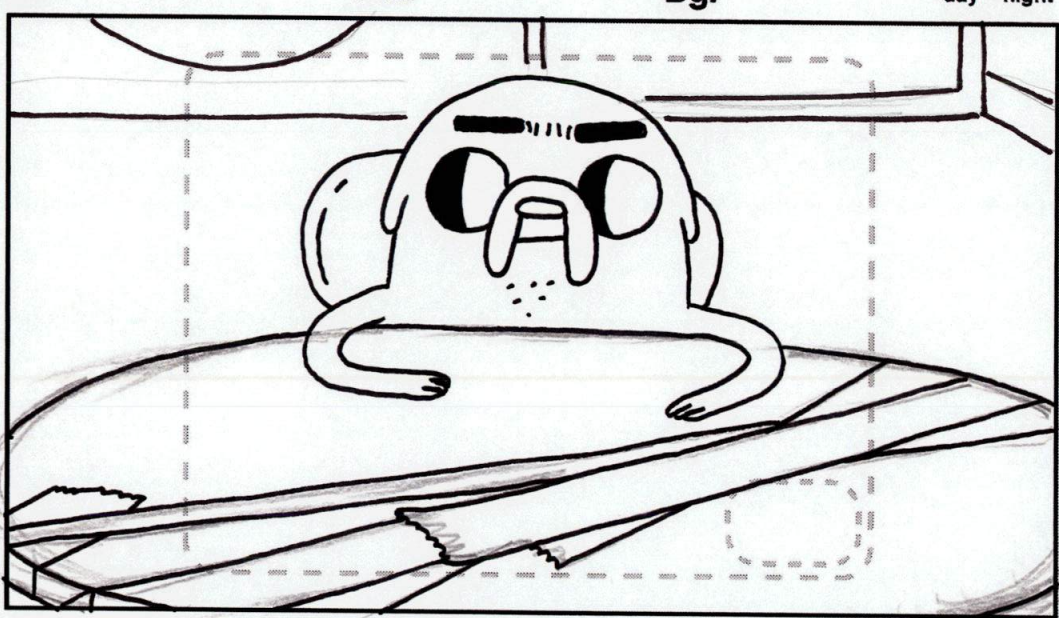
ADVENTURE TIME



Sc. 123 CONT Pnl. D Bg. day night



Sc. 124 Pnl. A Bg. day night



Dialog:
Action:
Timing:

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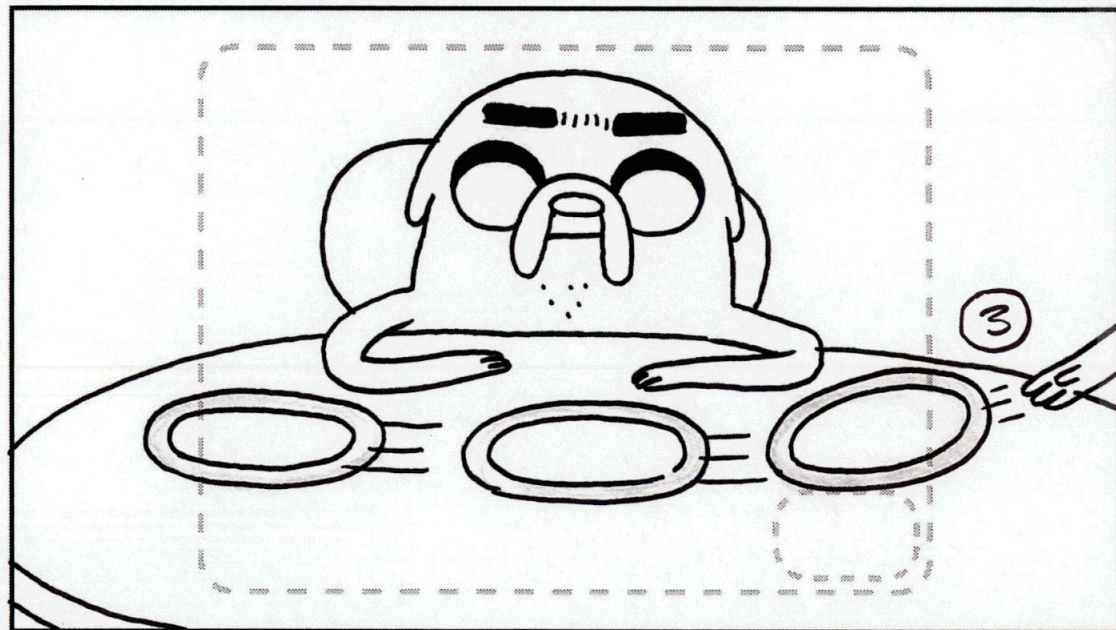
1025/192

ADVENTURE TIME



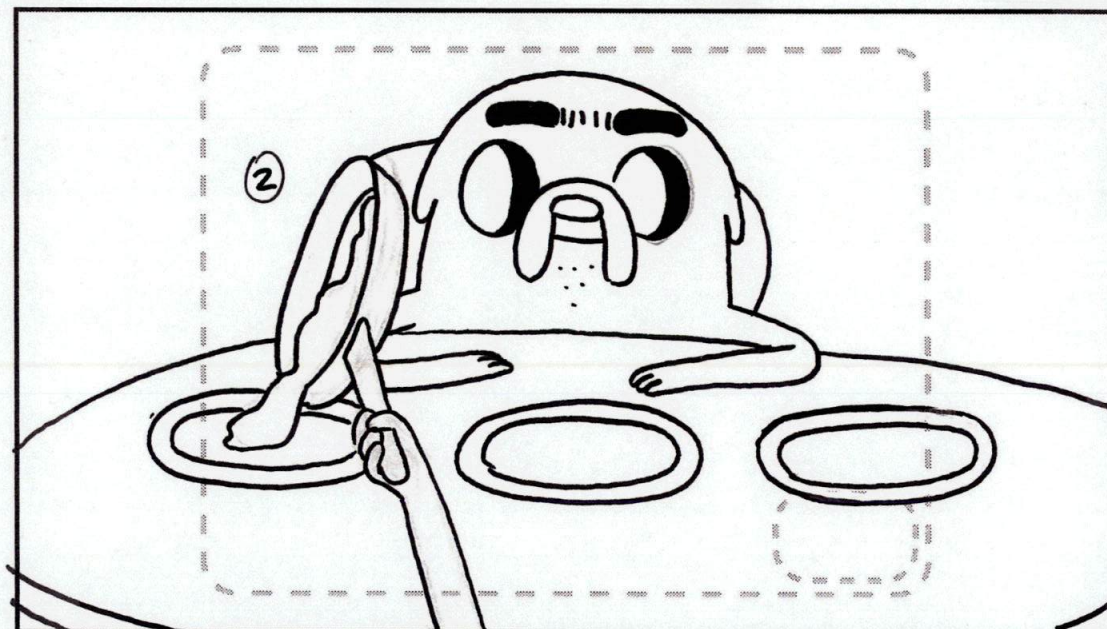
Sc. 124 CONT Pnl. B Bg.

day night



Sc. 124 CONT Pnl. C Bg.

day night

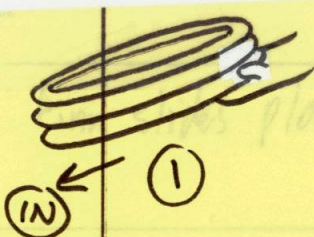


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165A NEXT
day night

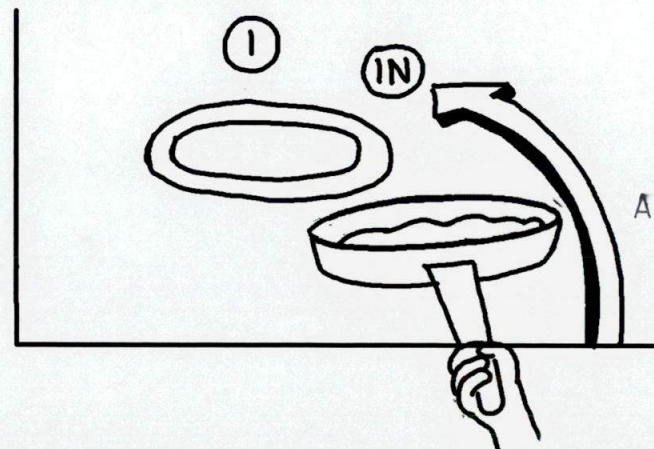
Dialog:

Finn / ^(s) WOOSH!

Action: FINN SLIDES PLATES ACROSS TABLE.



Jake / ^(s) Duvump!



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Production:

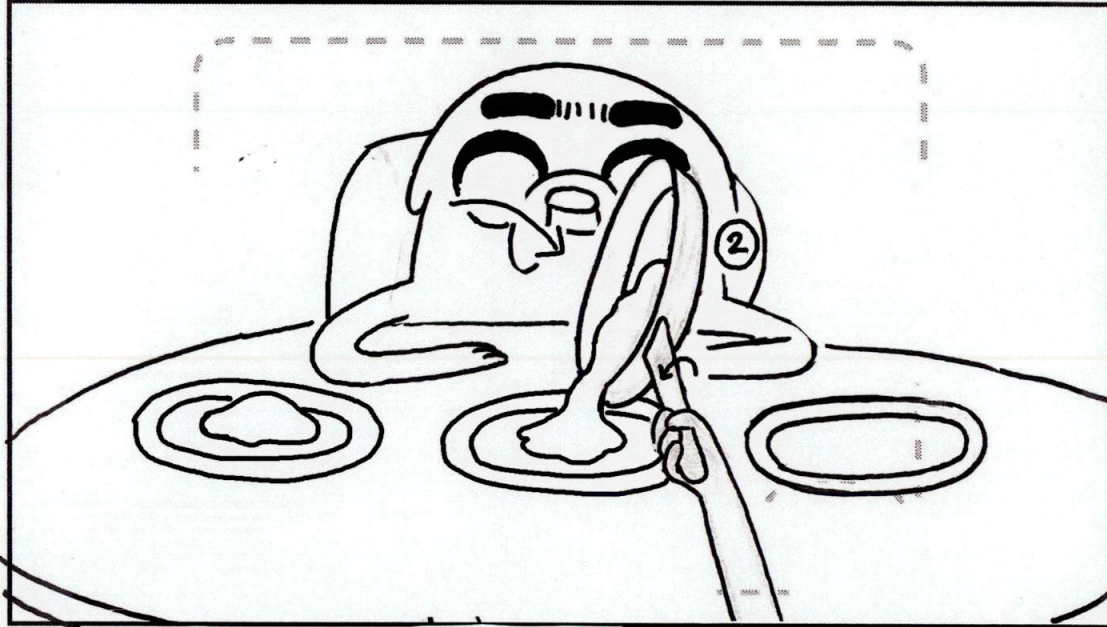
1025/192

ADVENTURE TIME



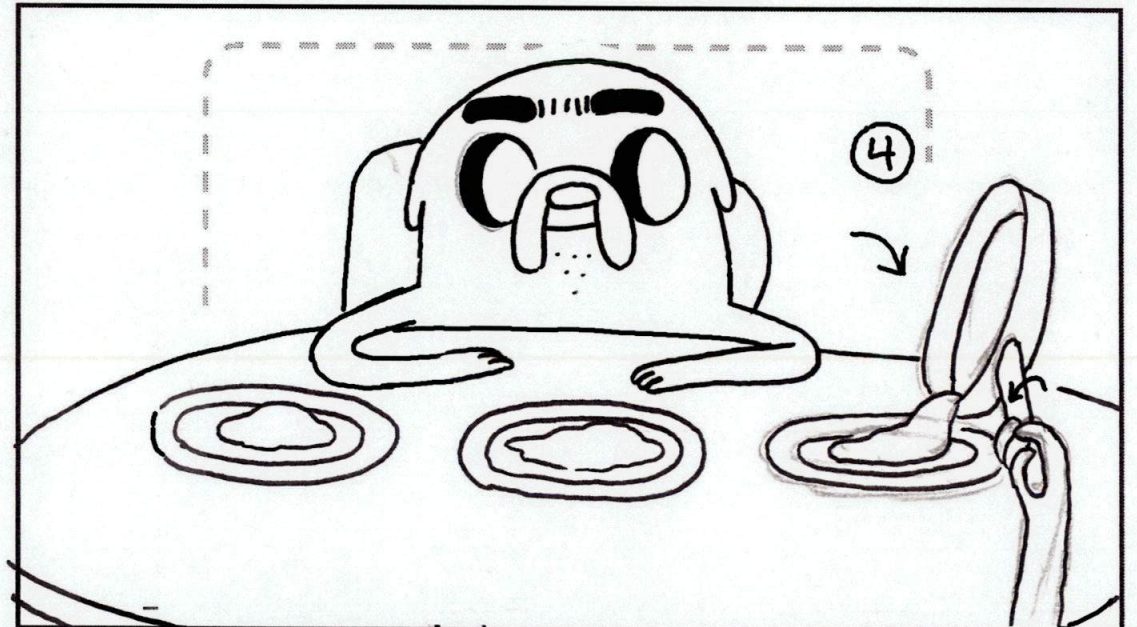
Sc. 124 CONT Pnl. D Bg.

day night



Sc. 124 CONT Pnl. E Bg.

day night

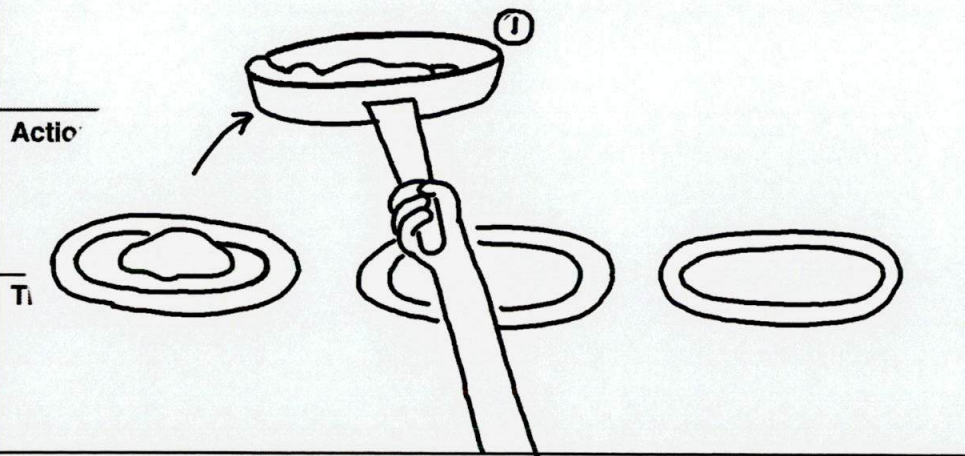


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day night

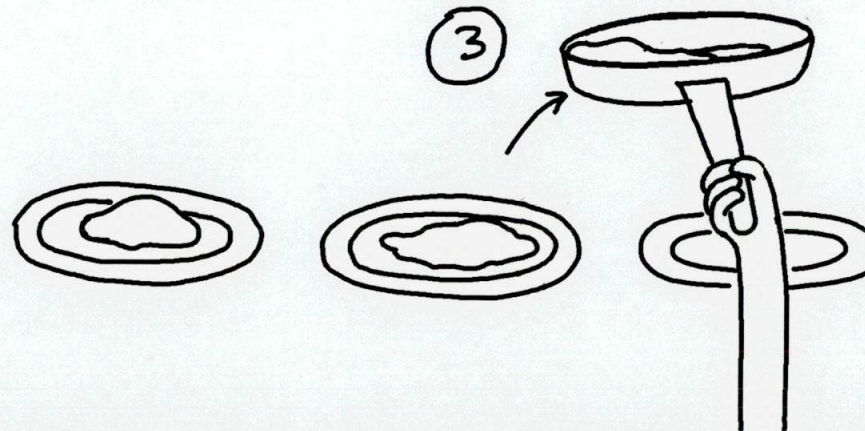
Dialog:

Actio

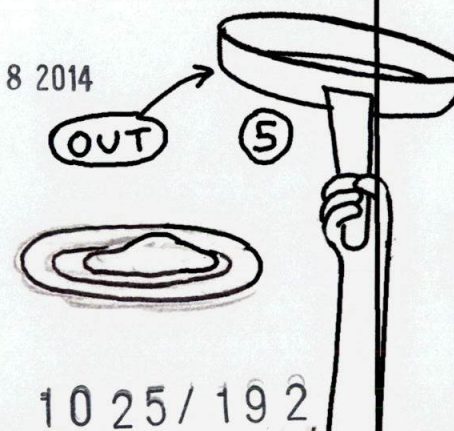
Ti



Jake / (s) Duuump!



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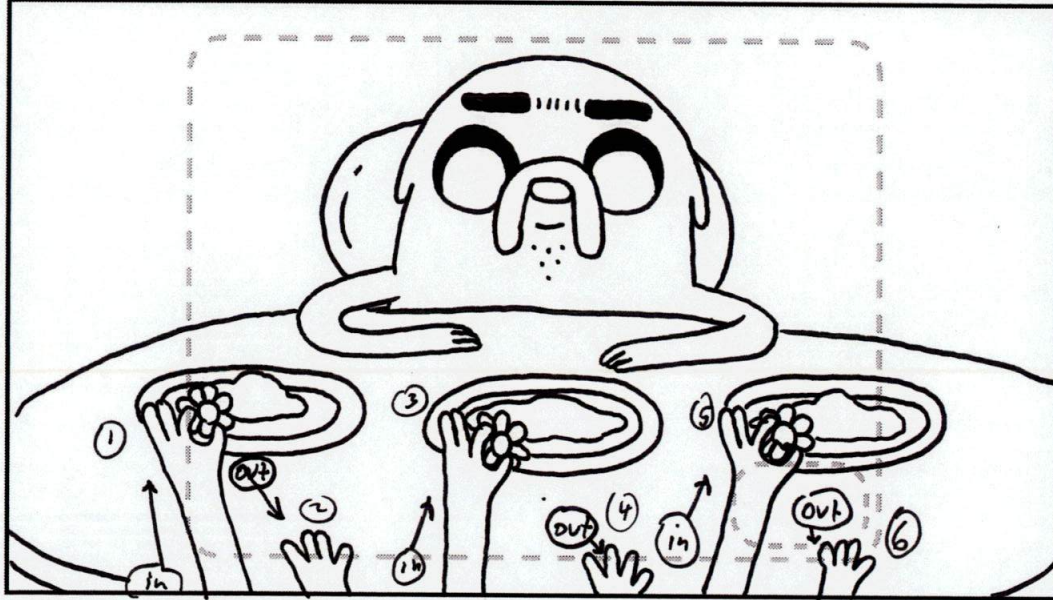
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ADVENTURE TIME



Sc. 124 cont Pnl. F Bg. day night

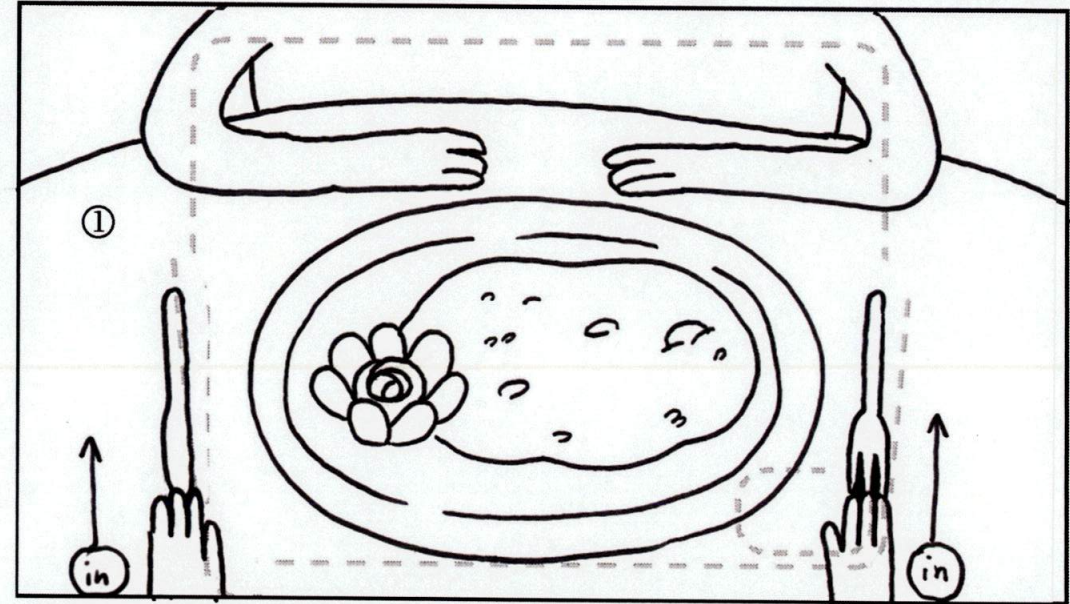


Dialog: Jake/ ① pre ③ sen ⑤ ta - ⑥ tion.

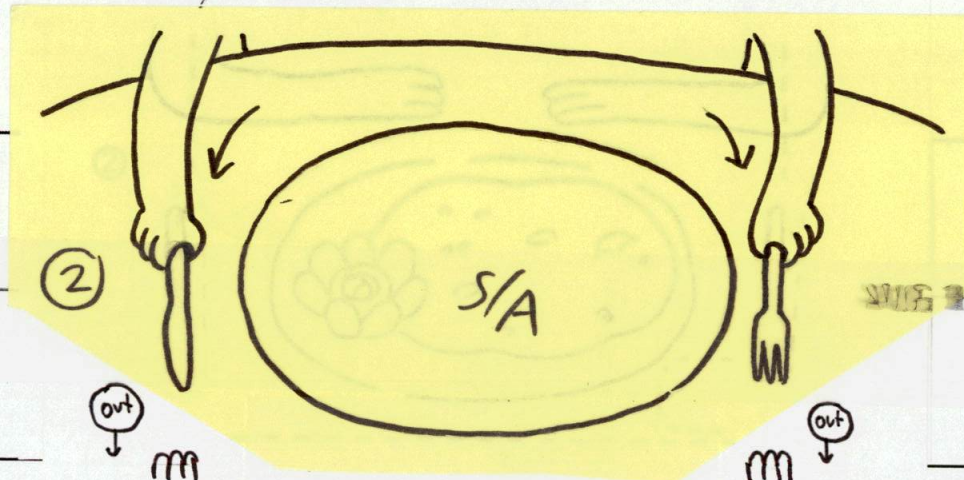
Action: J. PLACES FLOWERS ON PLATES

Timing:

Sc. 125 Pnl. A Bg. day night



Jermaine/ good plating.



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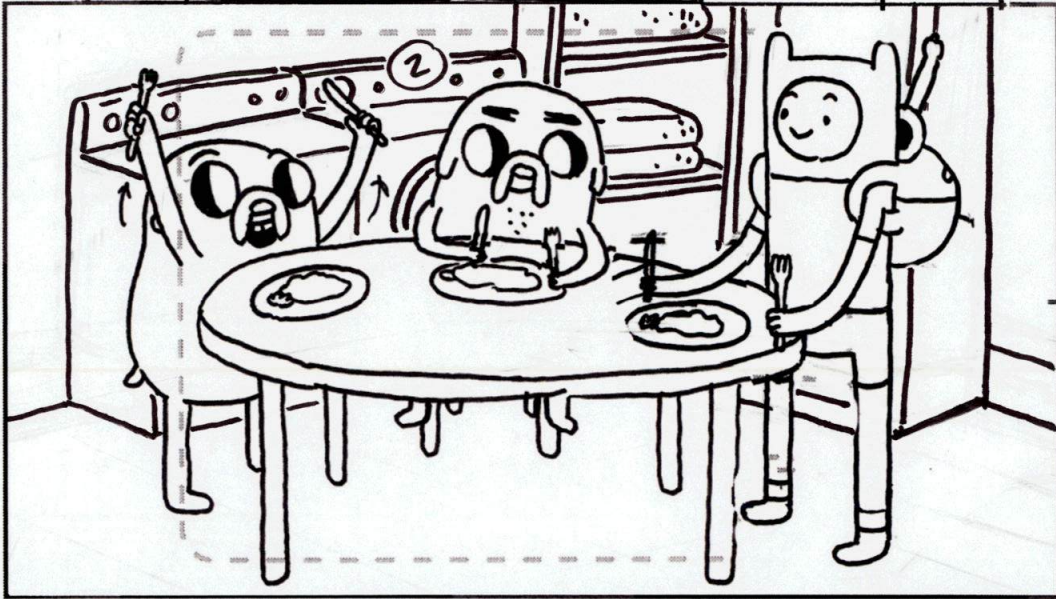
1025/192

ADVENTURE TIME

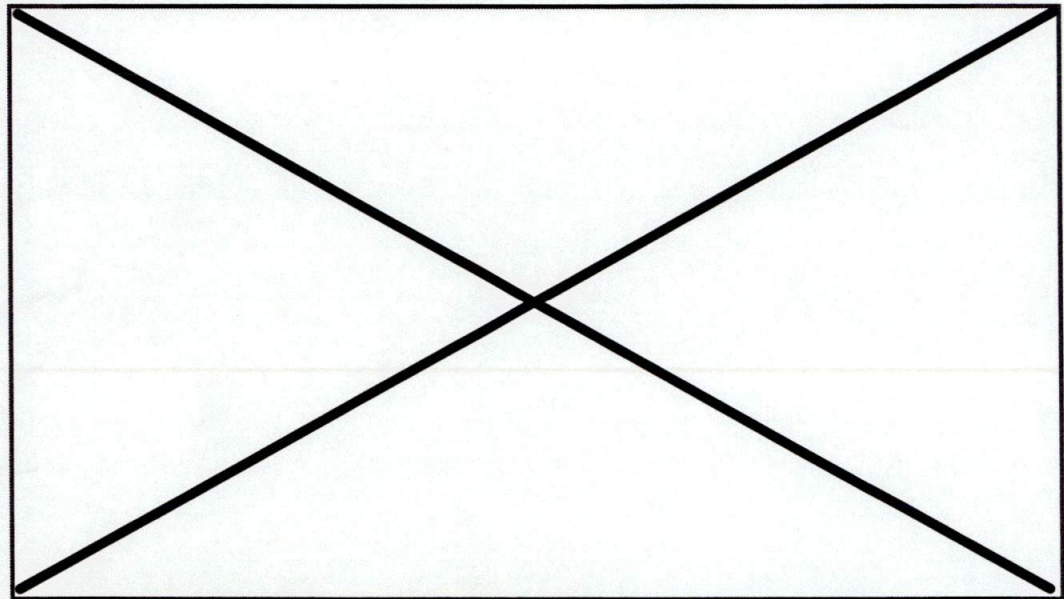


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Sc. 126 Pnl. A Bg. day night



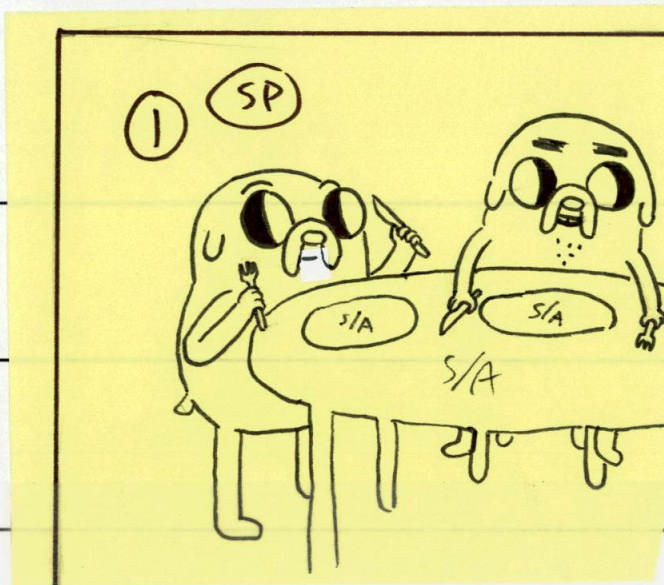
Sc. Pnl. Bg. day night



Dialog: Jermaine / ^①Sorry I only have one chair.
Jake / ^②TO brothers!

Action:

Timing:



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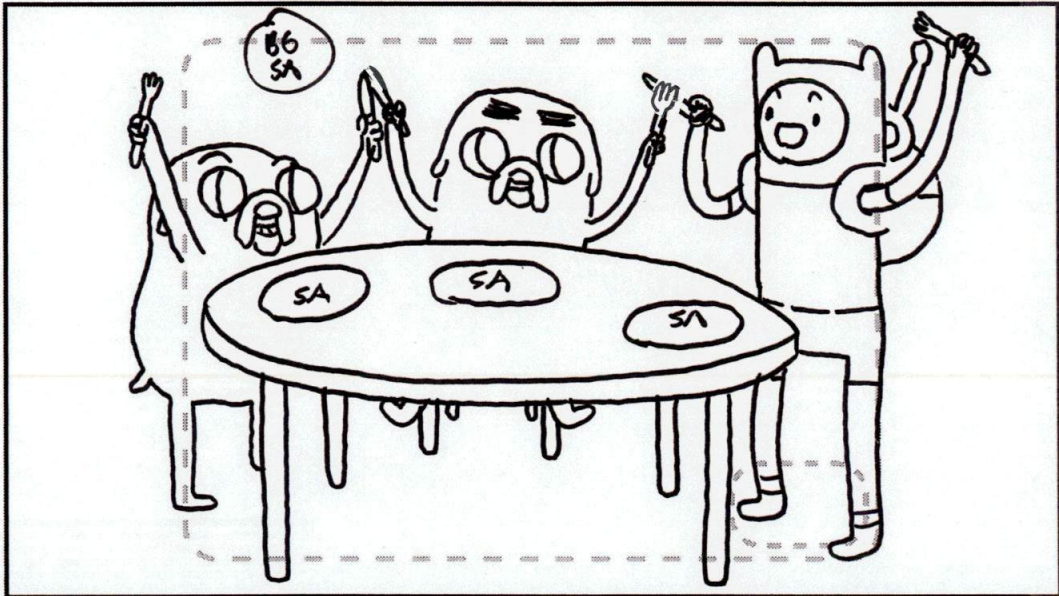
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1025/192

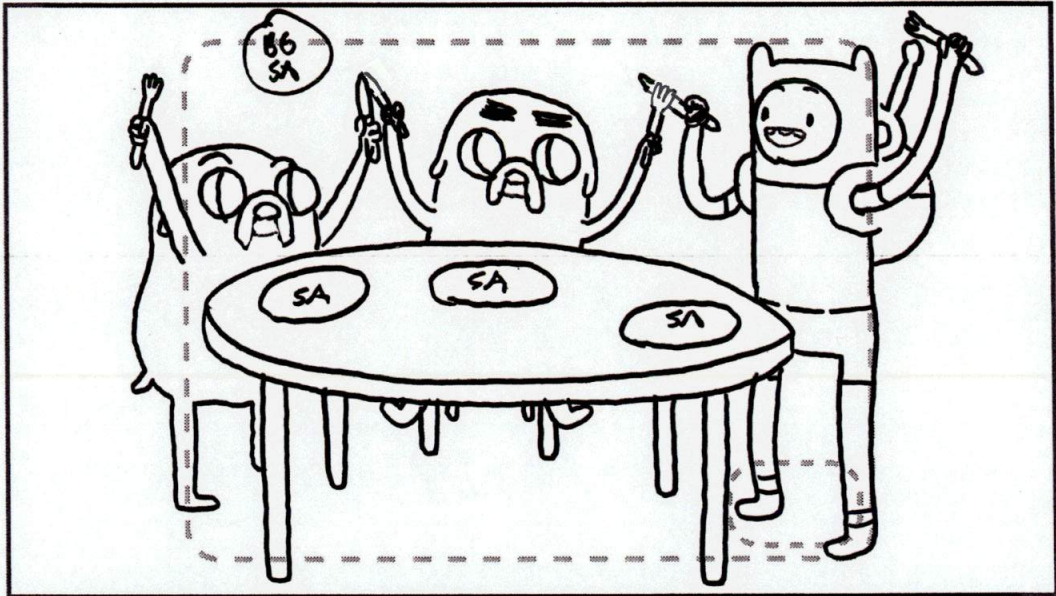
ADVENTURE TIME



Sc. 126 CONT Pnl. B Bg. day night



Sc. 126 CONT Pnl. C Bg. day night



Dialog: ALL / TO BROTHERS!

Finn / It doesn't have to be weird you guys!

Action:

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Timing:

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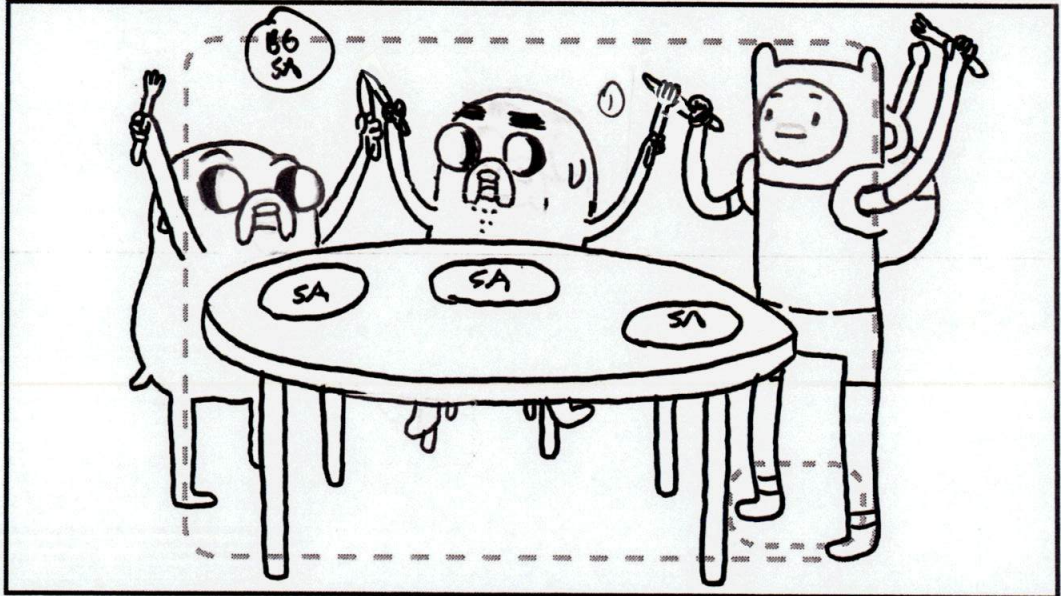
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ADVENTURE TIME

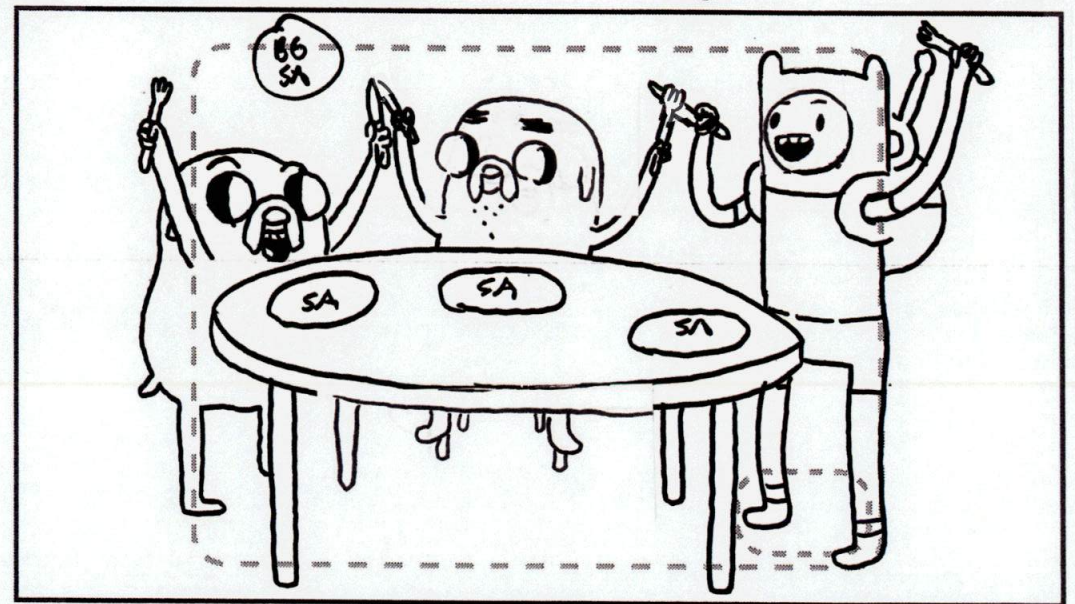


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Sc. 126 CONT Pnl. D Bg. day night



Sc. 126 CONT Pnl. E Bg. day night



Dialog: Jermaine ① What's that sound?
② sounds like howling?

Action: 

Jake/ let's eat!

Timing:

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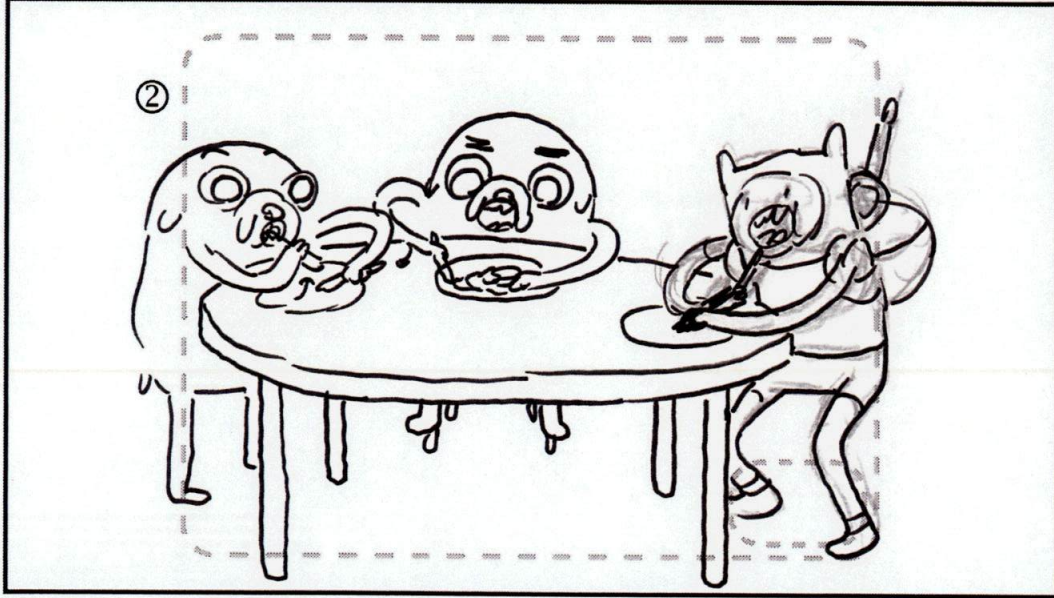
1025/192

ADVENTURE TIME

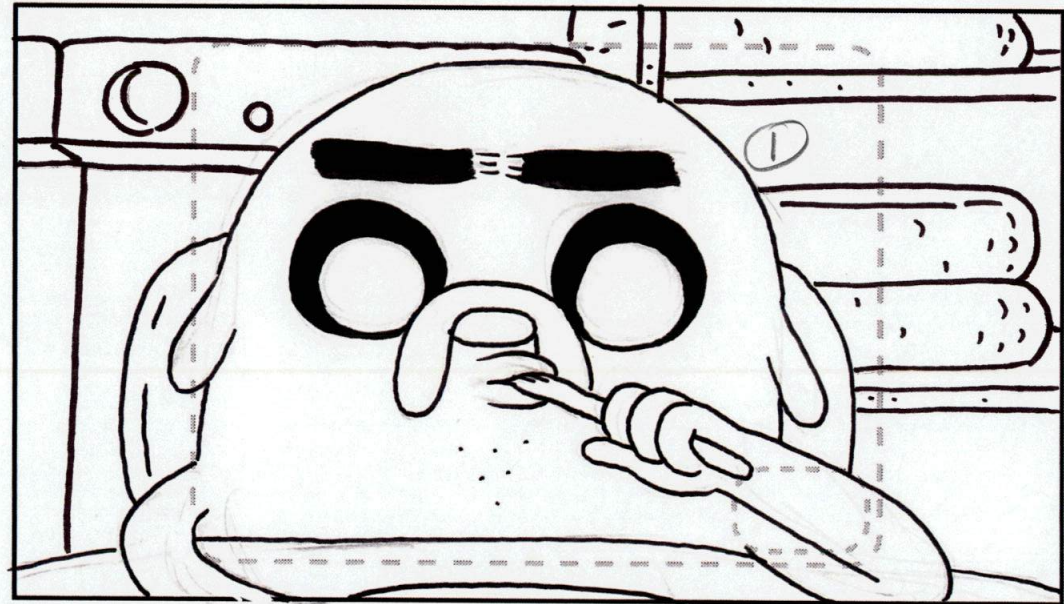


Page 170

Sc. 126 cont Pnl. F Bg. day night



Sc. 127 Pnl. A Bg. day night



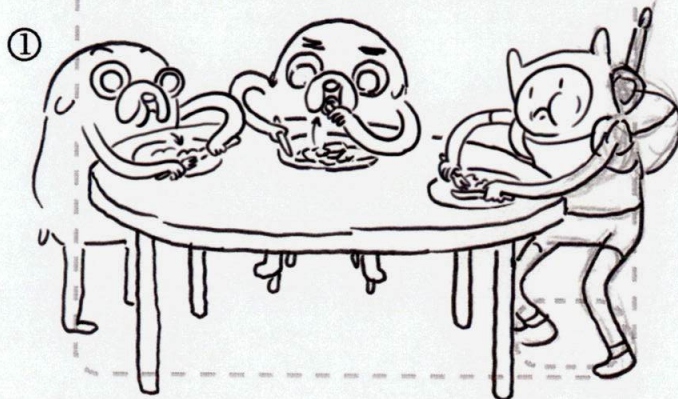
Dialog:

FINN
JAKE
JER.

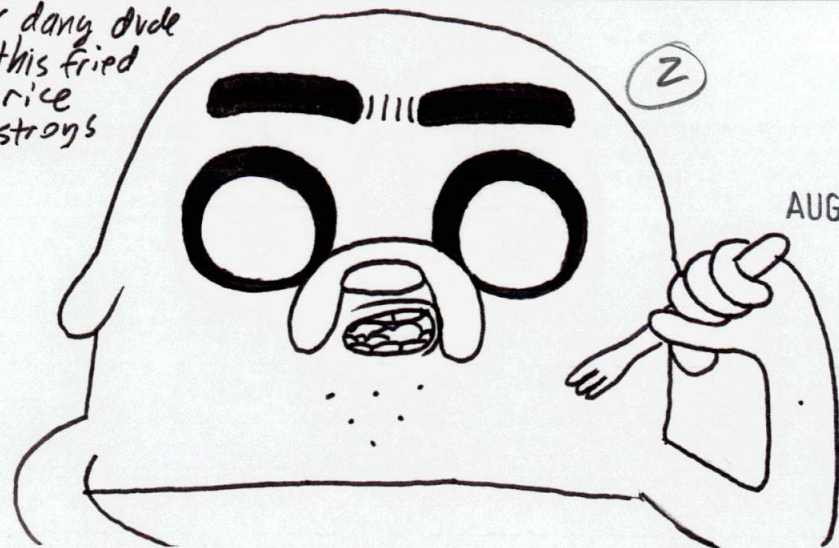
Walla / NOM NOM NOM :
slovel food into mouths

Action:

Timing:



Jermaine / dang dude
this fried
rice
destroys



AUG 18 2014

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Production:

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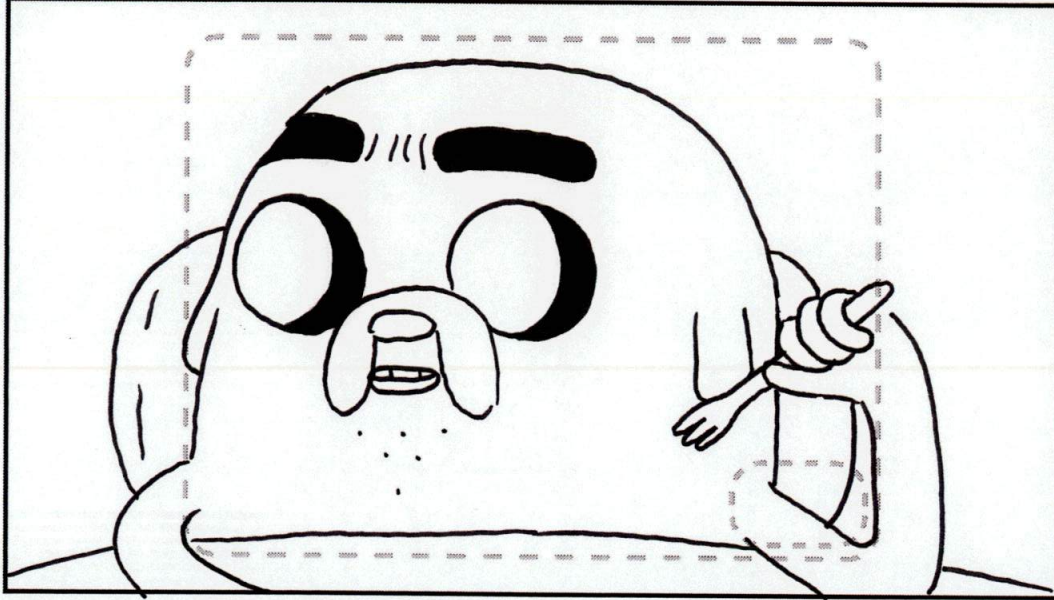
1025/192

1025/192

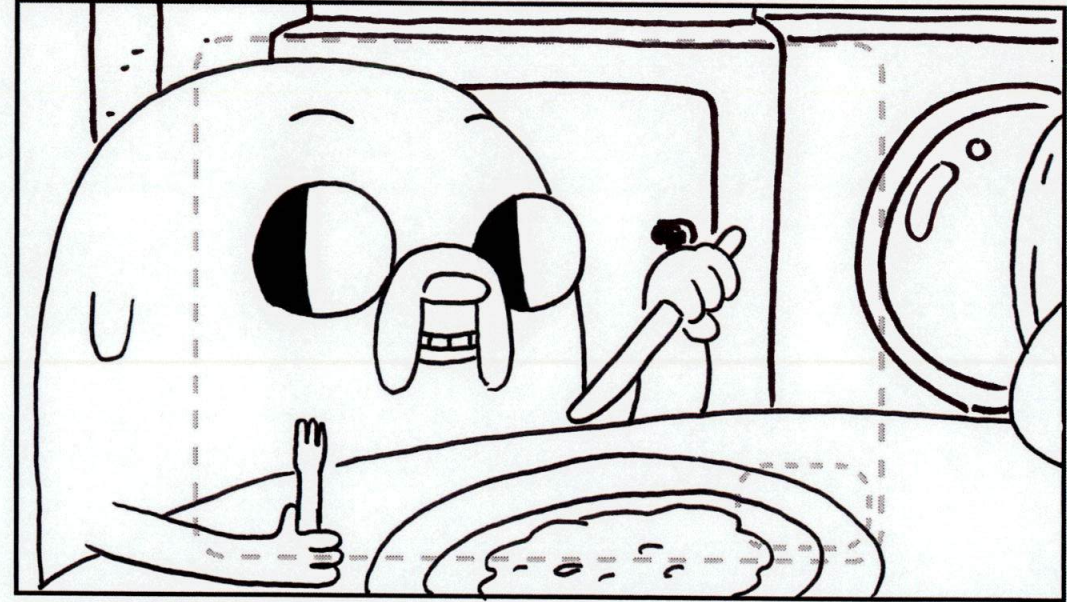
ADVENTURE TIME



Sc. 127 *CONT* Pnl. B Bg. day night



Sc. 128 Pnl. A Bg. day night



Dialog: *Jake/ How'd you get all this flavor?*

Jake/ sesame oil and salt.

Action:

Timing:

AUG 18 2011

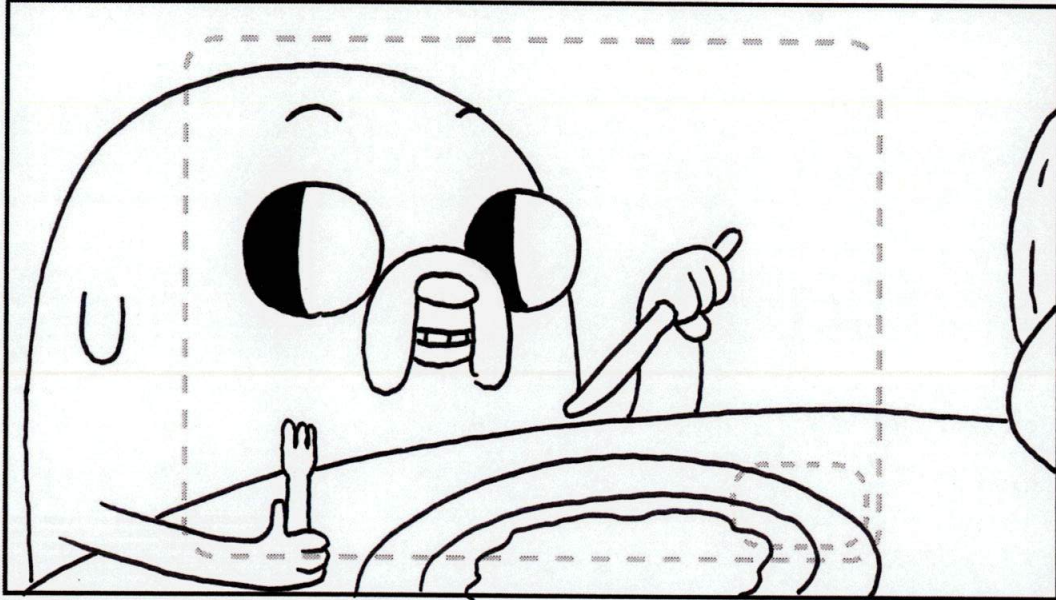
EPISODE #

Production:

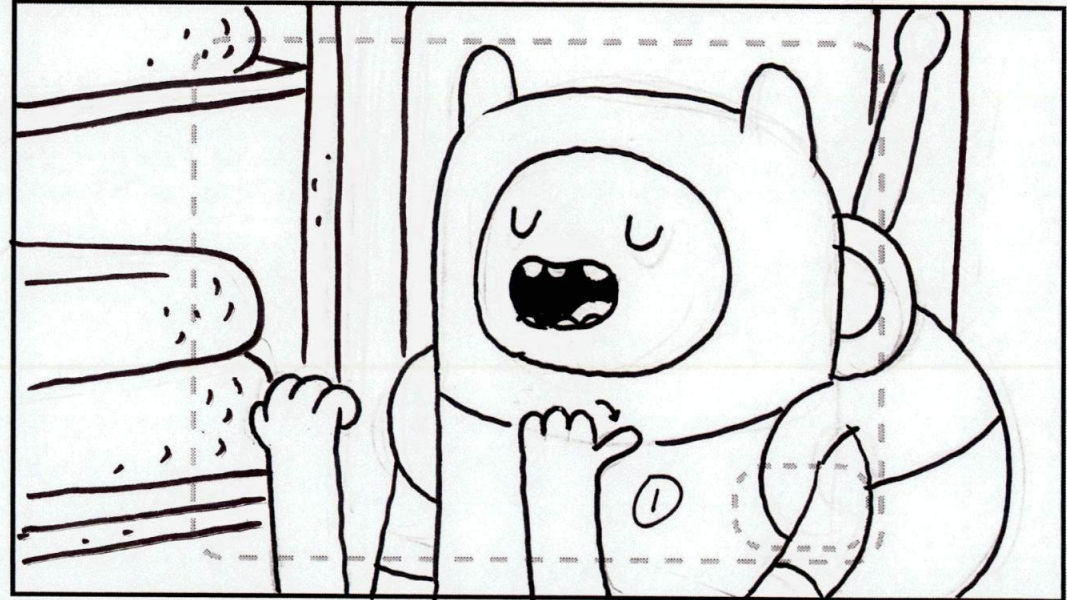
ADVENTURE TIME



Sc. 128 CONT Pnl. B Bg. day night



Sc. 129 Pnl. A Bg. day night

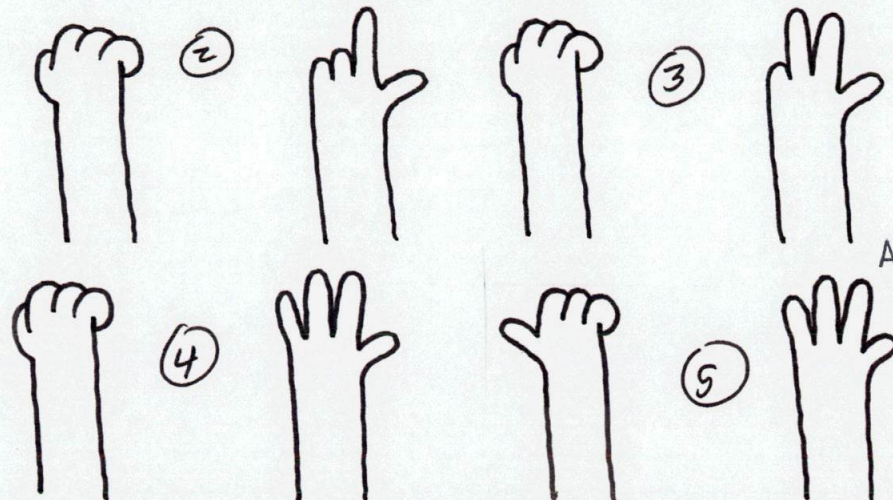


Dialog: Jake/ Salt is one of the 5 taste sensations

Action:

Timing:

Finn ① Sweet ② Sour ③ Bitter ④ Umami ⑤ and SALT Y



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ADVENTURE TIME



No Sc. 130-131

Sc. 129 *CONT*

Pnl. B

Bg.

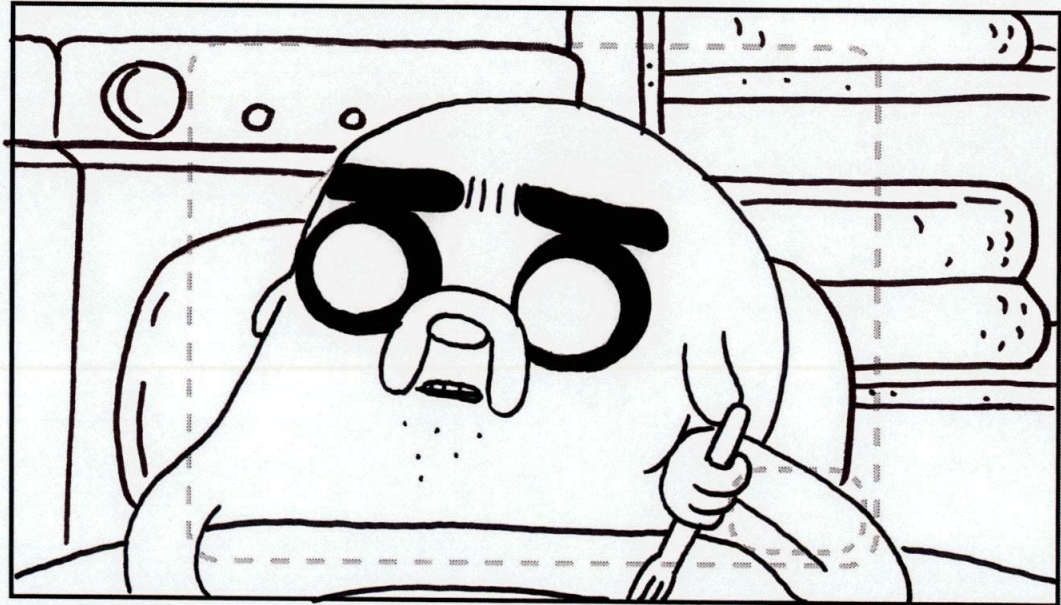
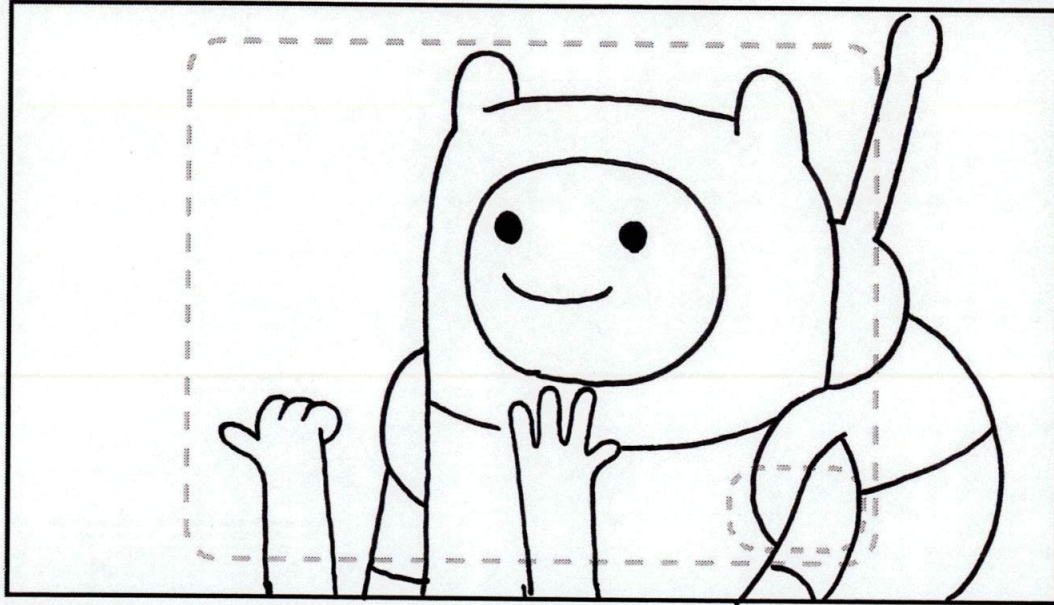
day night

Sc. 132

Pnl. A

Bg.

Page *173*
day night



Dialog:	<i>Jerm/ I guess I'm just used to bitter.</i>
Action:	<i>end pose</i>
Timing:	AUG 18 2014

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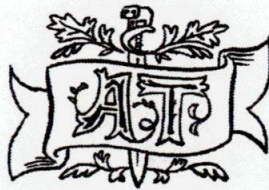
Production:

1025-192

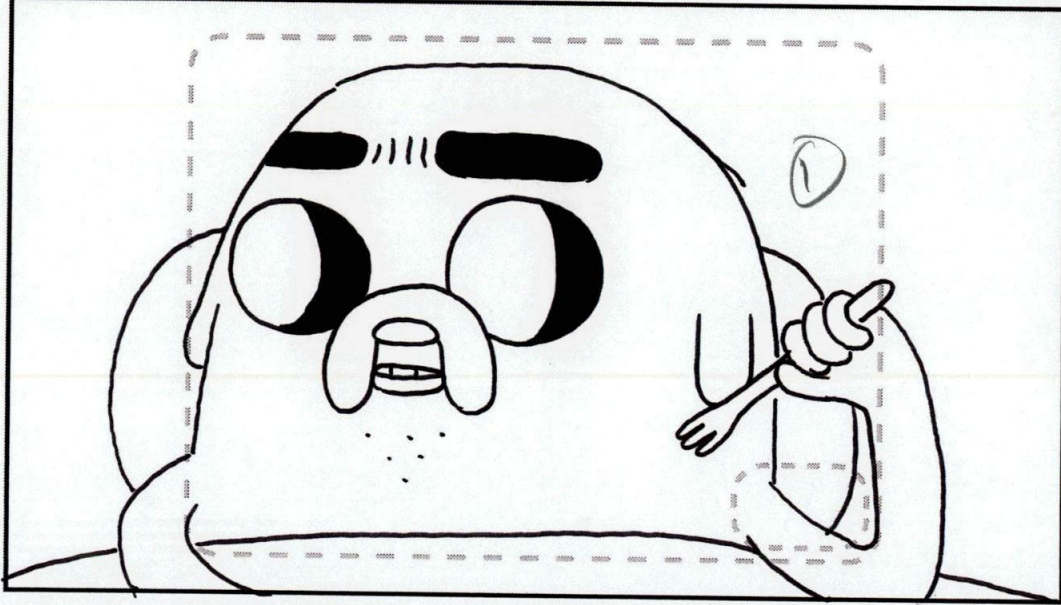
1025/192

1025/192

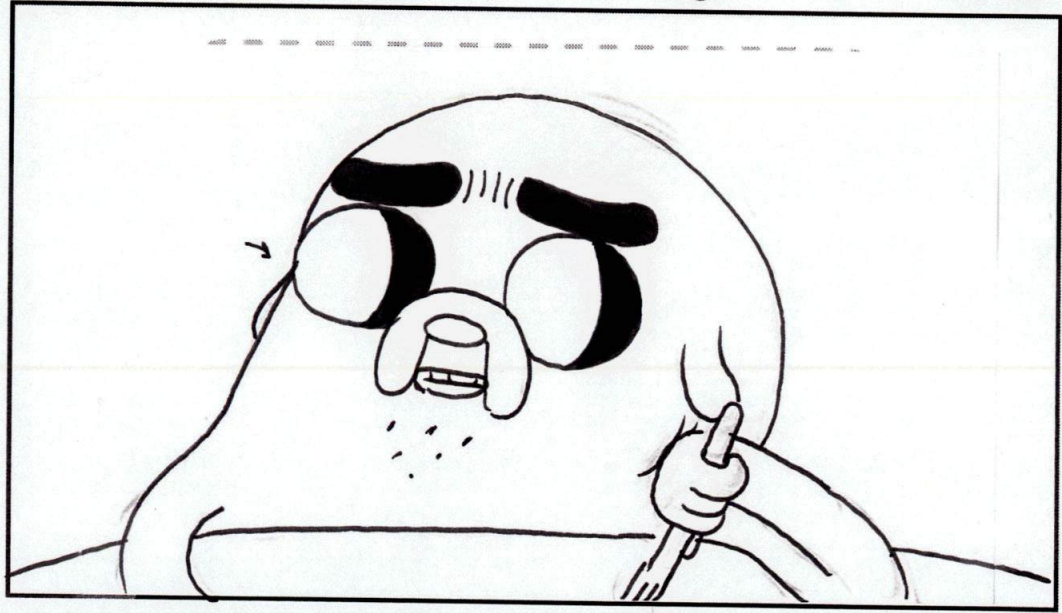
ADVENTURE TIME



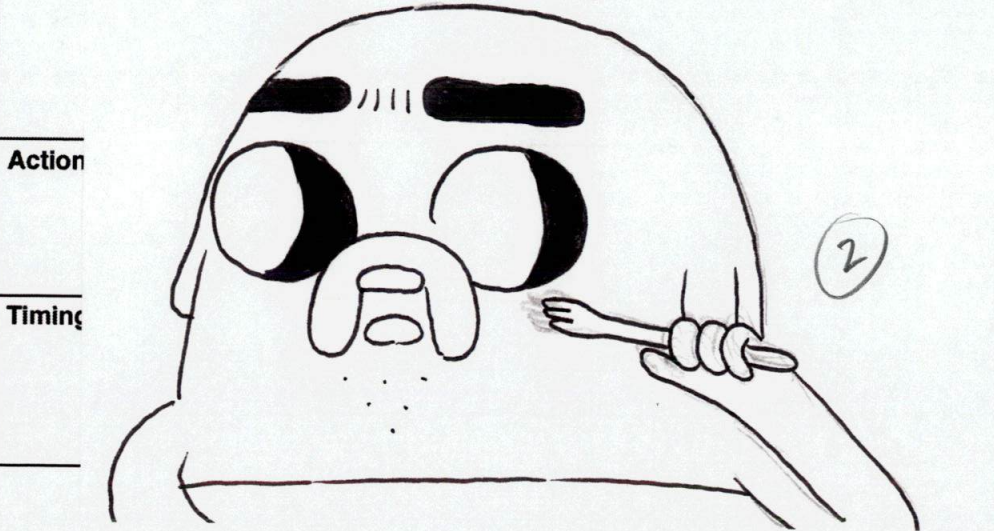
Sc. 132 CONT Pnl. B Bg. day night



Sc. 132 CONT Pnl. C Bg. day night



Dialog: Jerm/ ① That's weird ② I haven't had salt — in like 5 years.



Action
Timing

AUG 18 2014

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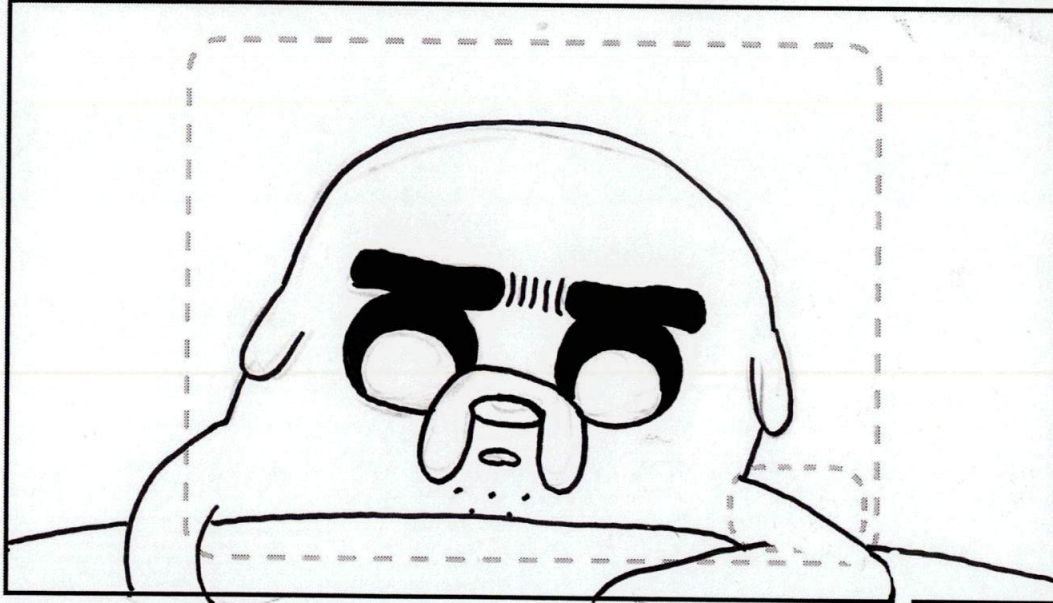
1025/192

Production:

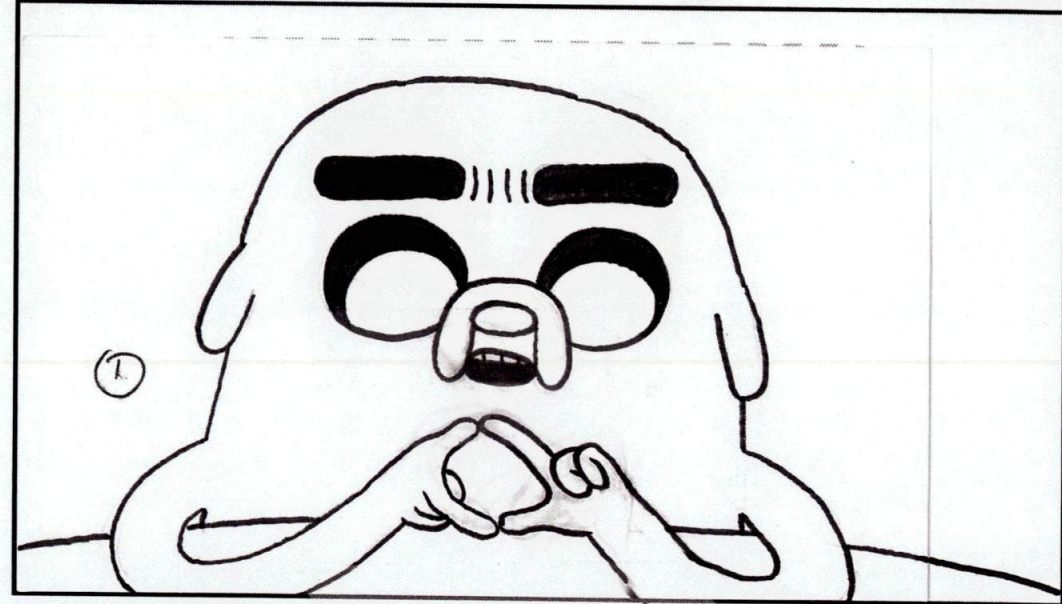
ADVENTURE TIME



Sc. 132 CONT Pnl. D Bg. day night



Sc. 132 CONT Pnl. E Bg. day night

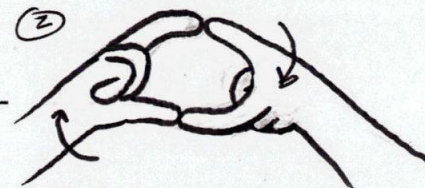


Page 175
NO PG 176
day night

Dialog: Jerm/ Hold on...

Jermaine/ ① Epsilon ② evcradies ③ dernesto ④ guilldvet

Action:



- JER. GESTURES
ALONG W/ MANTRA.

Timing:

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Production:

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ADVENTURE TIME



Page 177
day night

Sc.

Pnl.

Bg.

day night

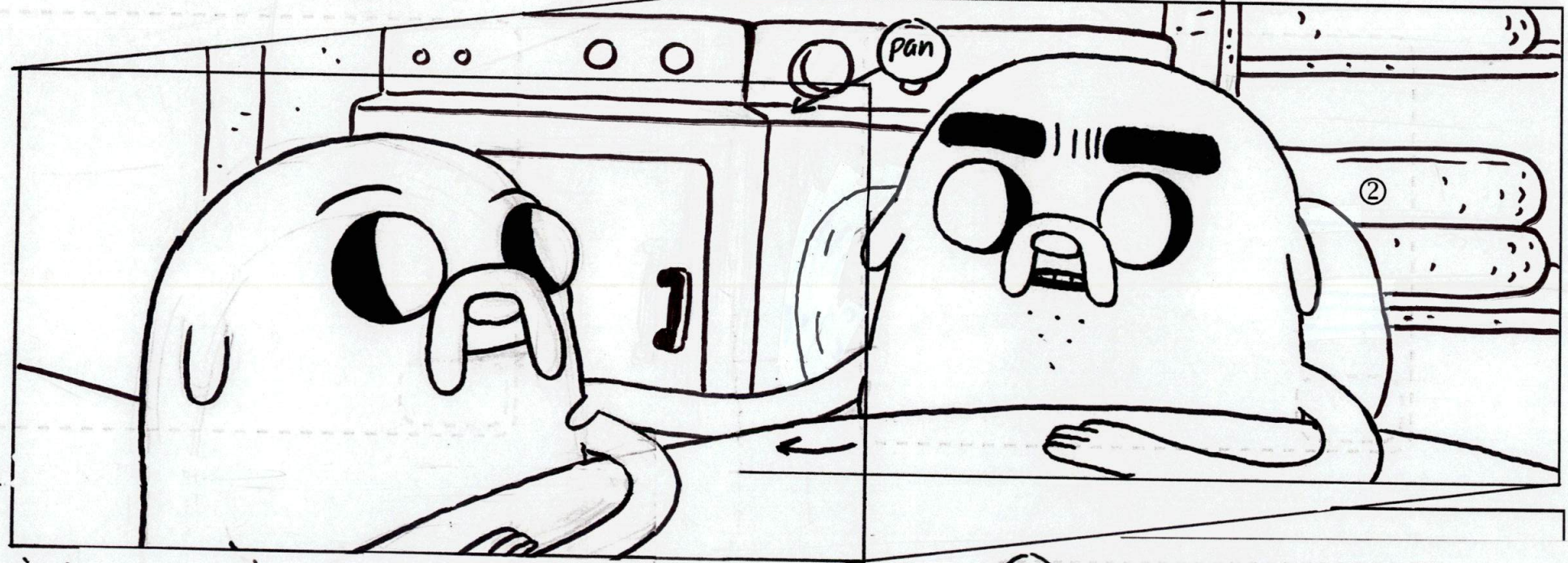
Sc. 132 CONT

Pnl.

F

Bg.

day night



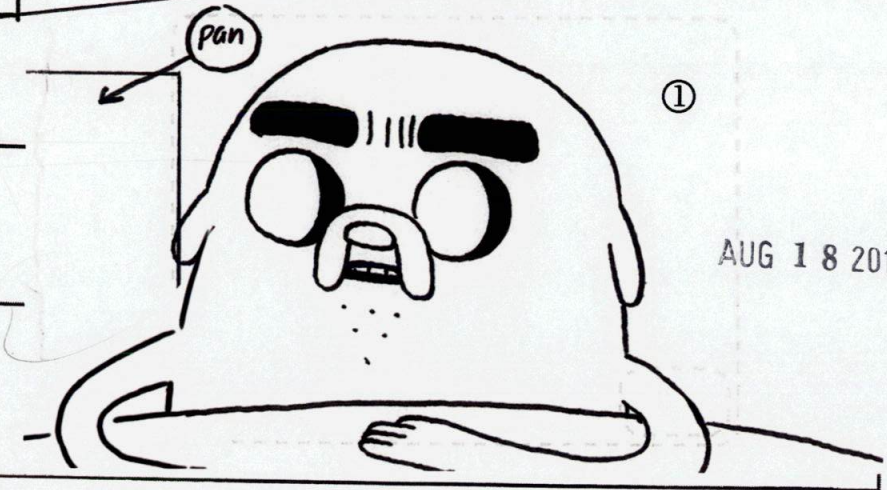
Dialog:

Jermaine / uh, where'd you get the salt from, Jake?

Action:

-jermaine places hand on Jake's shoulder.
-ADJ W/ ACTION

Timing:



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Production :

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1025/192

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1025/192

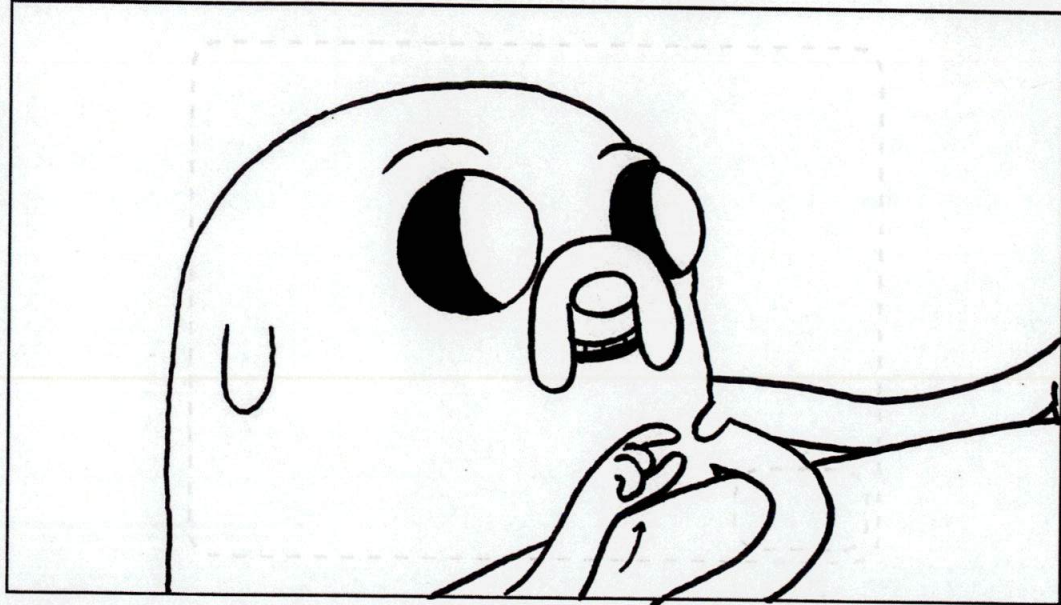
1025/192

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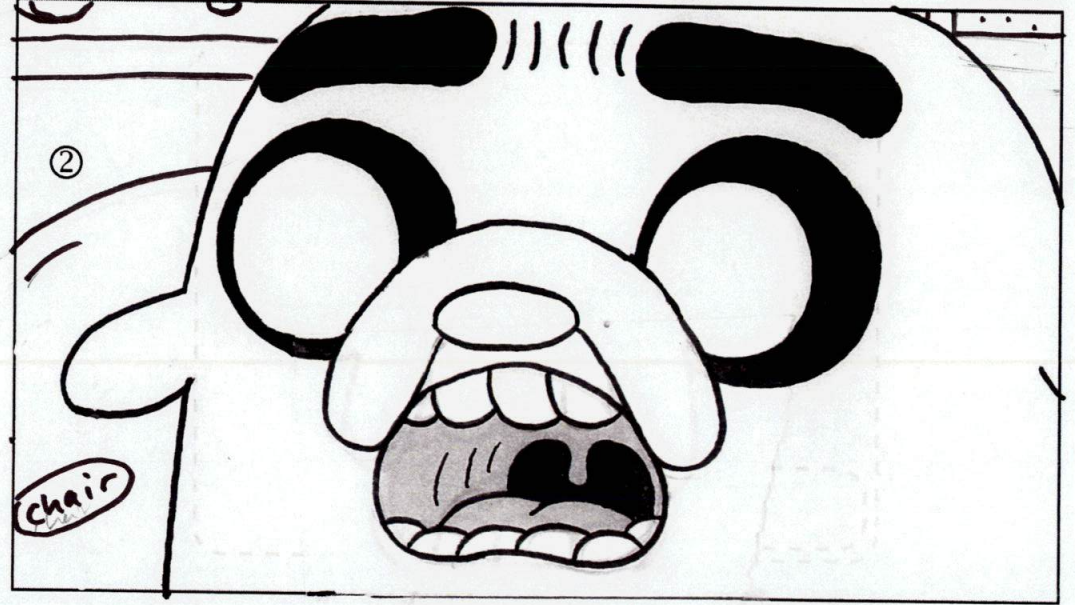
ADVENTURE TIME



Sc. 132 CONT Pnl. G Bg. day night



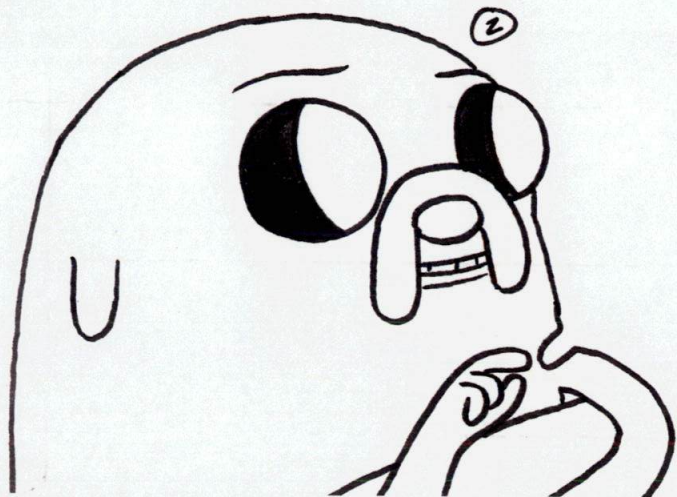
Sc. 133 Pnl. A Bg. day night



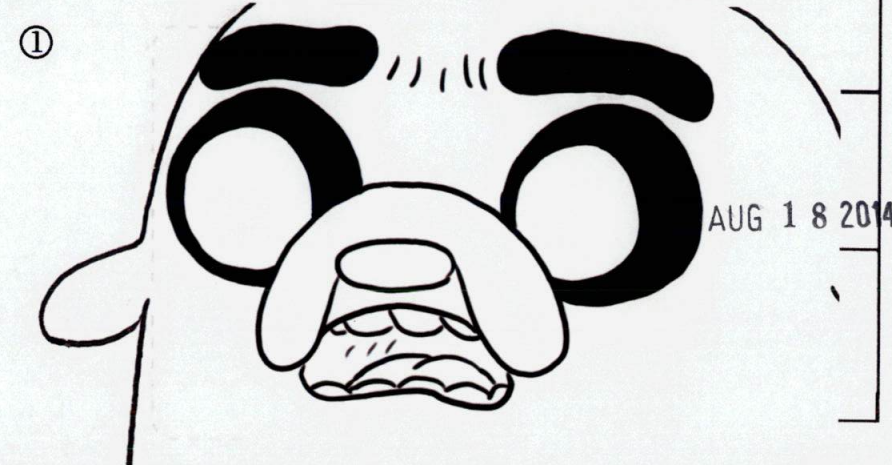
Dialog: Jake/① I snoozed a little from outside
② why?

Action:

Timing:



Jermaine/ AAIEE !!



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Production :

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Bg.

Page 179
day night

[illegible]

DEMONS: (low demon howling)

Motion lines

AUG 18 2014

Timing:

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EPISODE #

1025/192

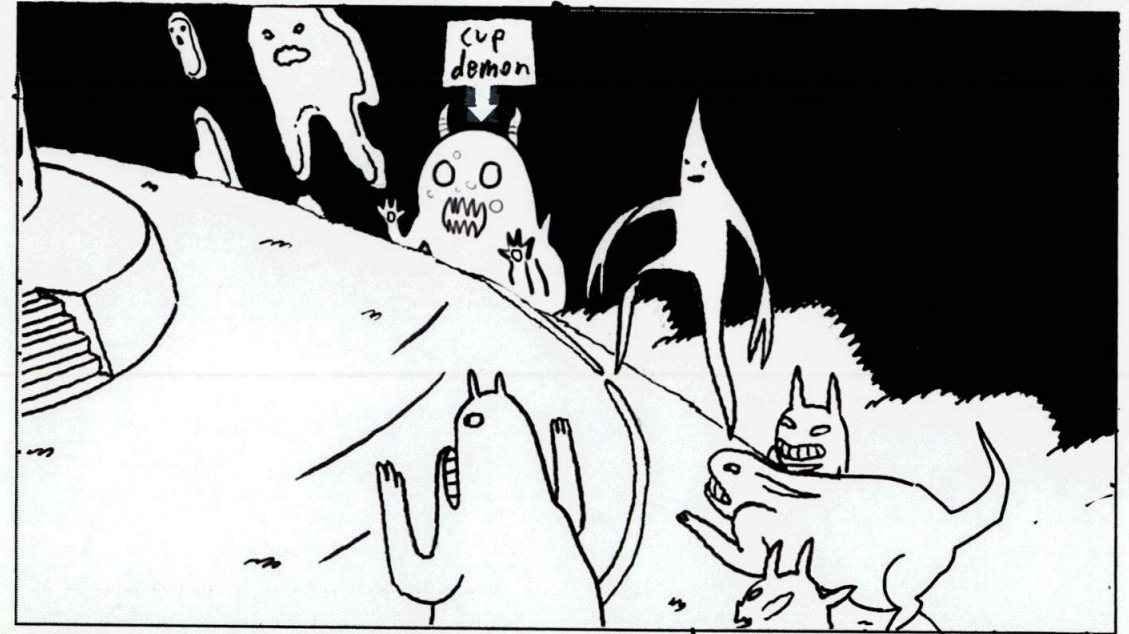
Production :

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ADVENTURE TIME



Sc. 135 CONT Pnl. B Bg. day night S 136 Pnl. A Bg. day night



Dialog:

Action:

- demon's FOOT SLIDES CAUTIOUSLY ON SCREE & TOWARDS SALT.

Timing:

ANIMATE THROUGH POSE ①



Cup demon / Get my cup Ariel!

- SKINNY DEMON (ARIEL) APPROACHES GAP IN SALT LINE.

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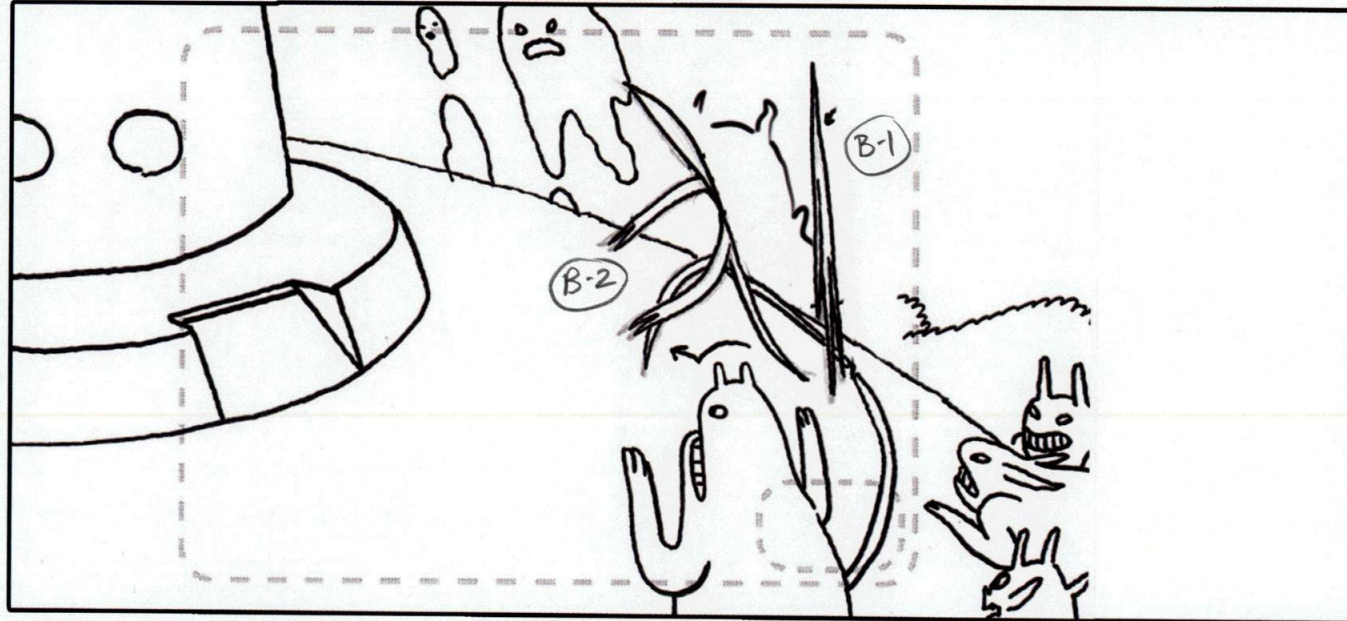
Production :

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Sc. 136 cont Pnl. B Bg. day night



Dialog: cup demon / Please divide!

Action: ARIEL SIDESTEPS THROUGH GAP.

AUG 18 2014

Timing:

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Production:

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1025/192

ADVENTURE TIME



Page **181A**
102 NLT
day night

Sc.	Pnl.	Bg.	day	night

Sc.	136 CONT	Pnl.	C	Bg.

Dialog:	<p><u>Ariel</u> / You get it ! I need my DAT tapes !</p> <p>AUG 18 2014</p>
Action:	
Timing:	

EPISODE # 1025-192

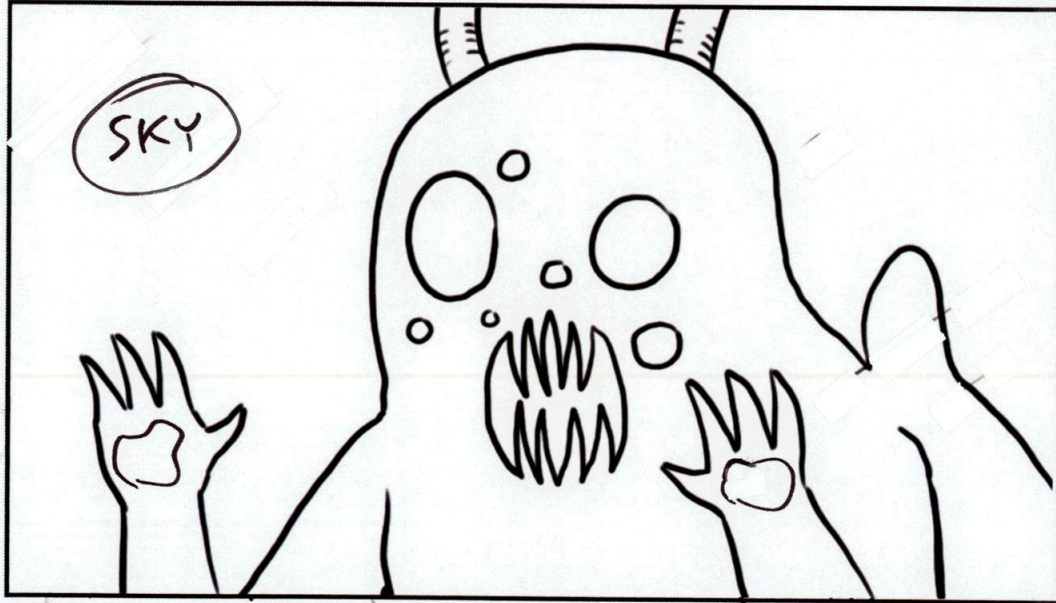
1025 / 192

Production:

ADVENTURE TIME



Sc. 137 Pnl. A Bg. day night



Sc. 137 CONT Pnl. B Bg. day night



Dialog:	Cup Demon/ I can't fit through that that hole Ariel AAAAH!!!
Action:	
Timing:	AUG 18 2014

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Production:

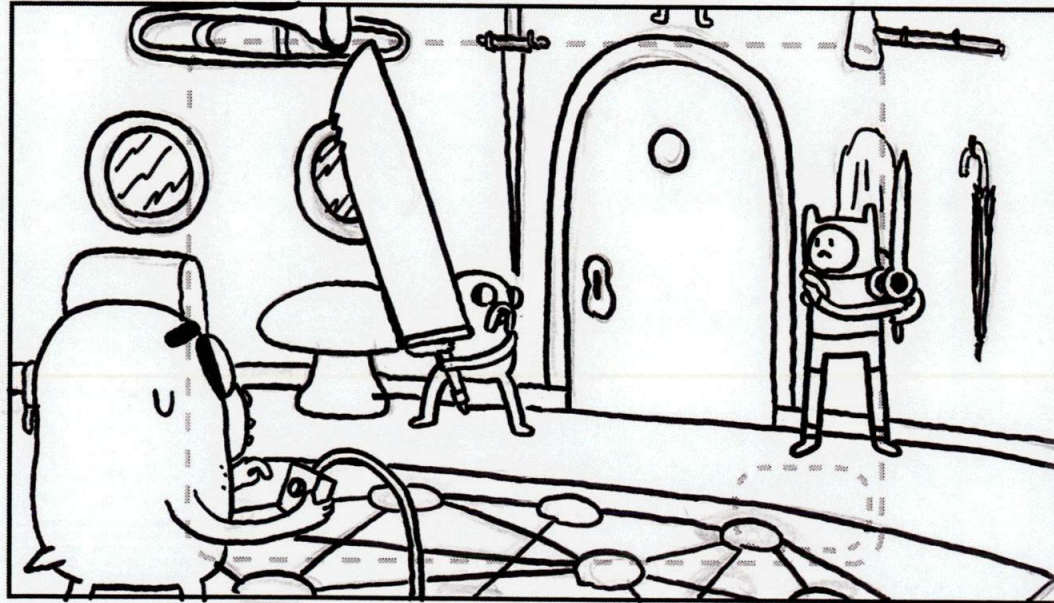
1025/192

1025/192

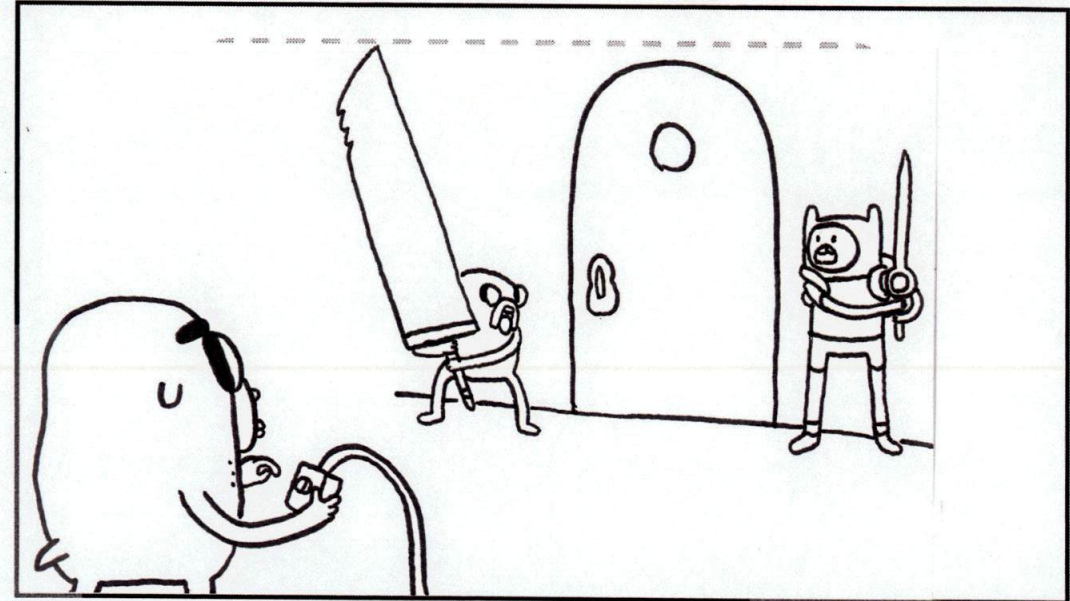
ADVENTURE TIME



Sc. 138 Pnl. A Bg. day night



Sc. 138 CONT Pnl. B Bg. day night



Dialog: Jermaine / I'll shock him and you guys
ace his brains!

F+J / GOT IT!

Action:

AUG 1 8 2014

Timing:

EPISODE #

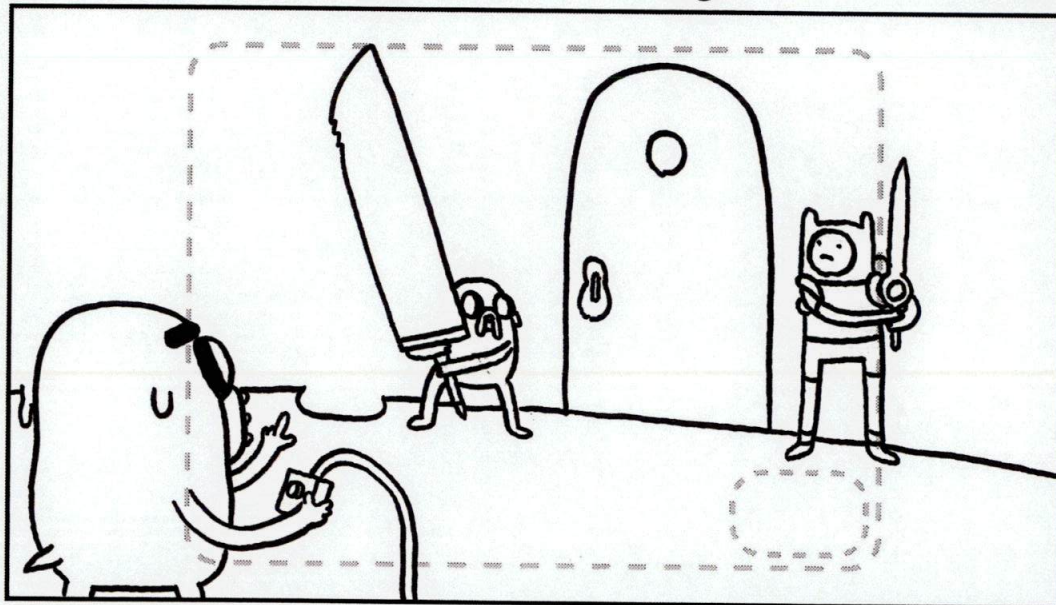
Production:

ADVENTURE TIME

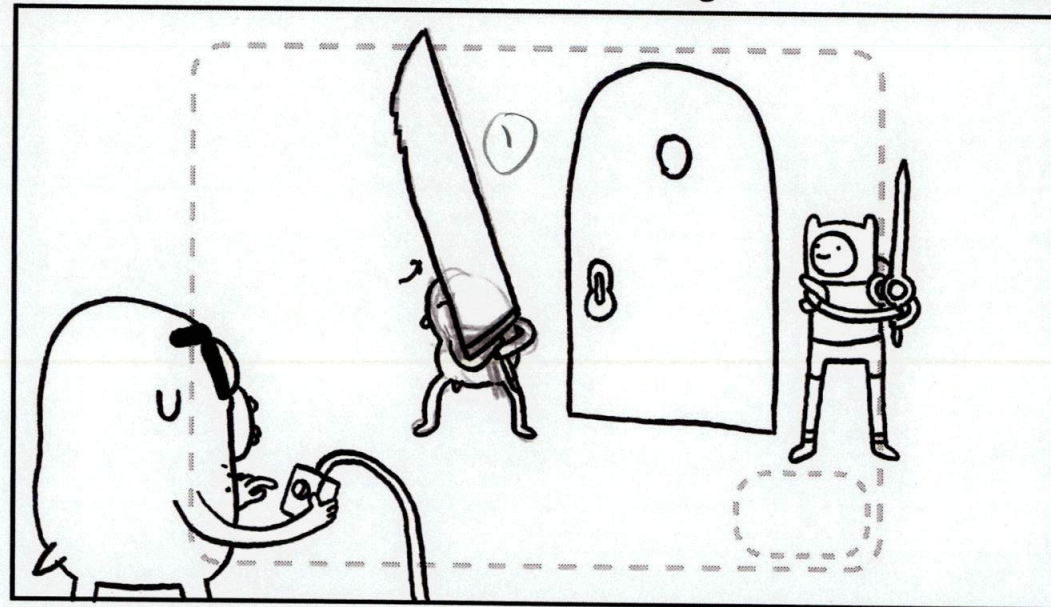


Page **104**

Sc. **138 CONT** Pnl. **C** Bg. day night



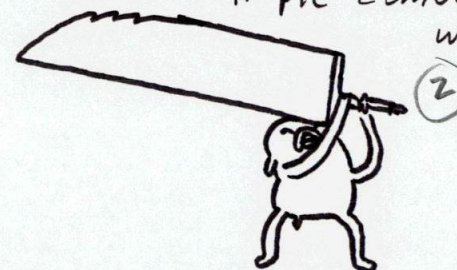
Sc. **138 CONT** Pnl. **D** Bg. day night



Dialog: Jerm/ Jake, that sword's too unweildy man

Jake ① but it'll look decent when ② I triple combo this bozo with this thing, right?

Action:



AUG 18 2014

Timing:

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1025/192

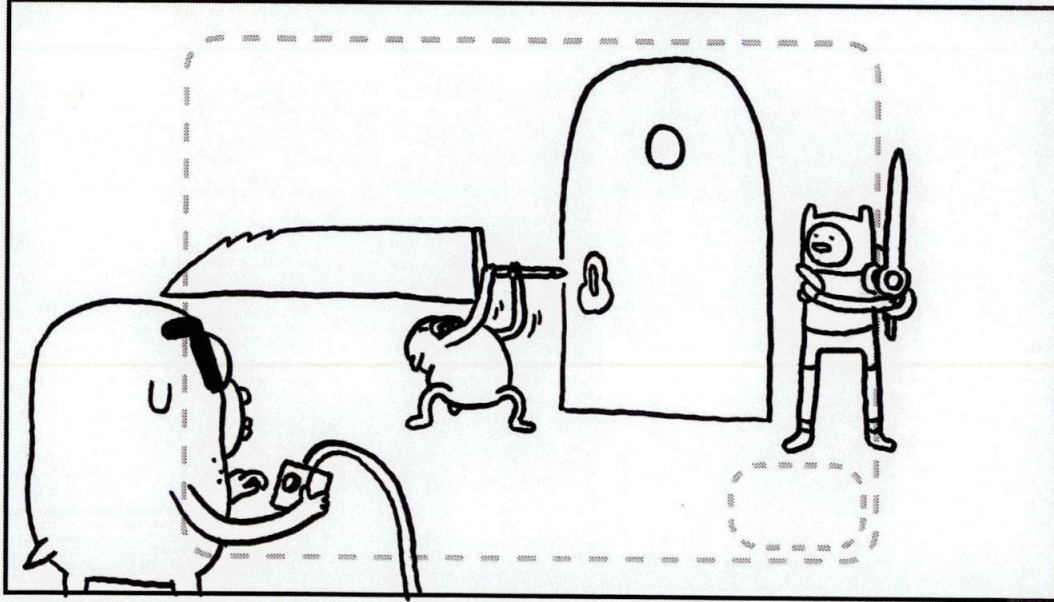
Production:

1025/192

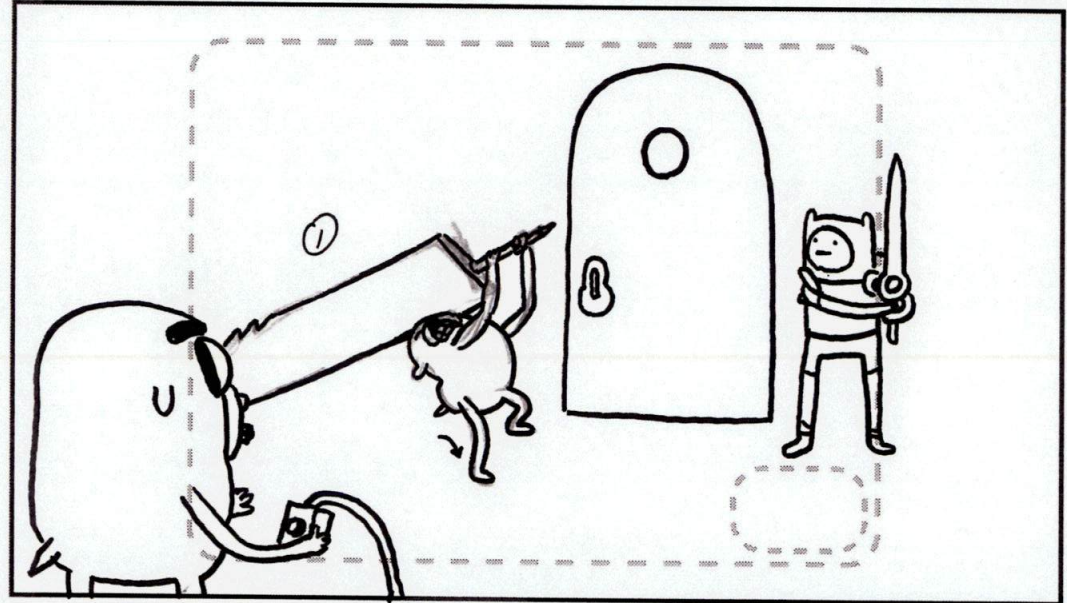
ADVENTURE TIME



Sc. 138 CONT Pnl. E Bg. day night



Sc. 138 CONT Pnl. F Bg. day night

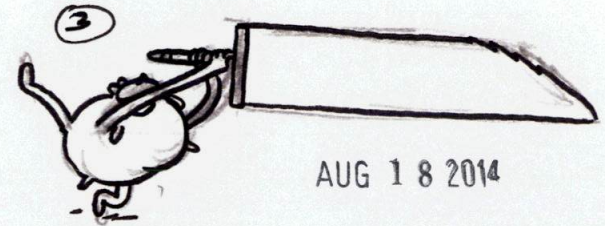
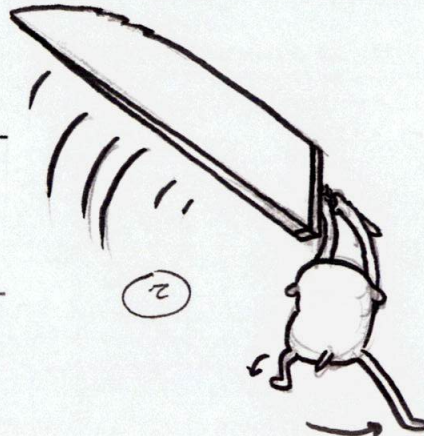


Dialog: Finn / Like how?

Jake @ LIKE this bro @ VUNGHH!!

Action:

Timing:



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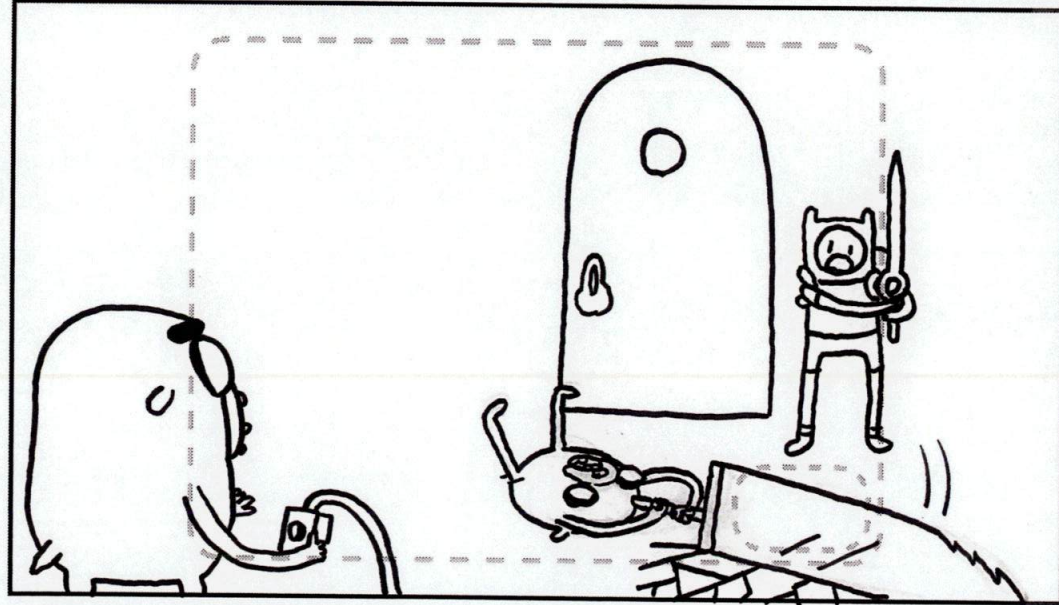
1025-192

1025/192

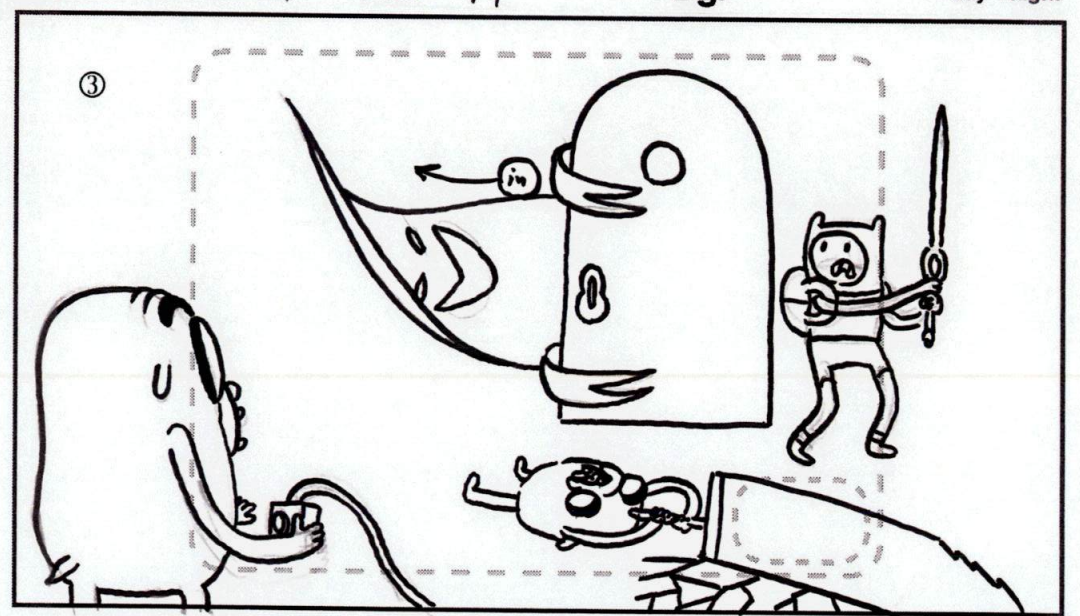
ADVENTURE TIME



Sc. 138 CONT Pnl. G Bg. day night



Sc. 138 CONT Pnl. H Bg. day night



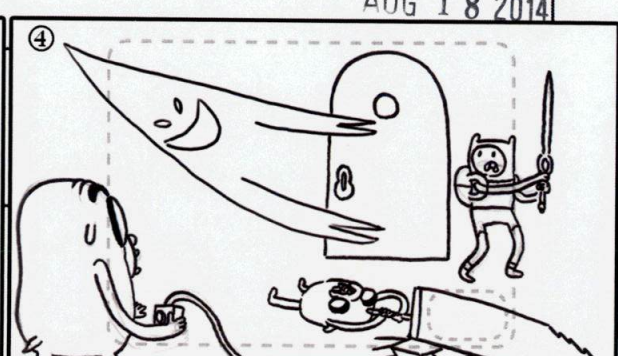
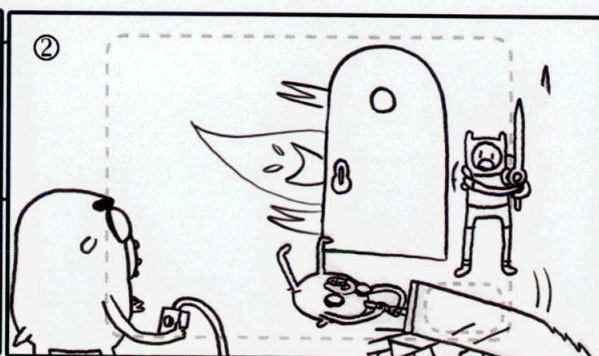
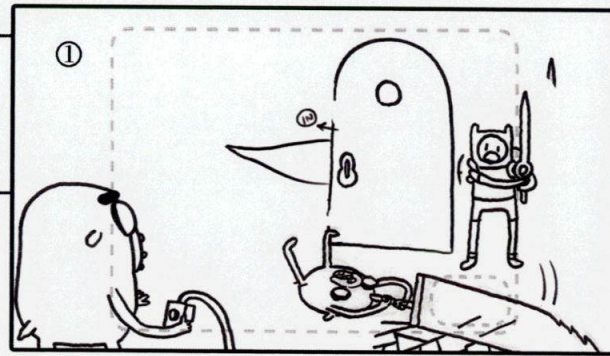
Page 186

Dialog:
Jake / OOF!!
 sfx / CRACK!

Ariel / BOO, STUPID!
 -ARIEL SLIPS THROUGH CRACK IN DOOR

Action:
 -Floor cracks

Timing:



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EPISODE #

Production:

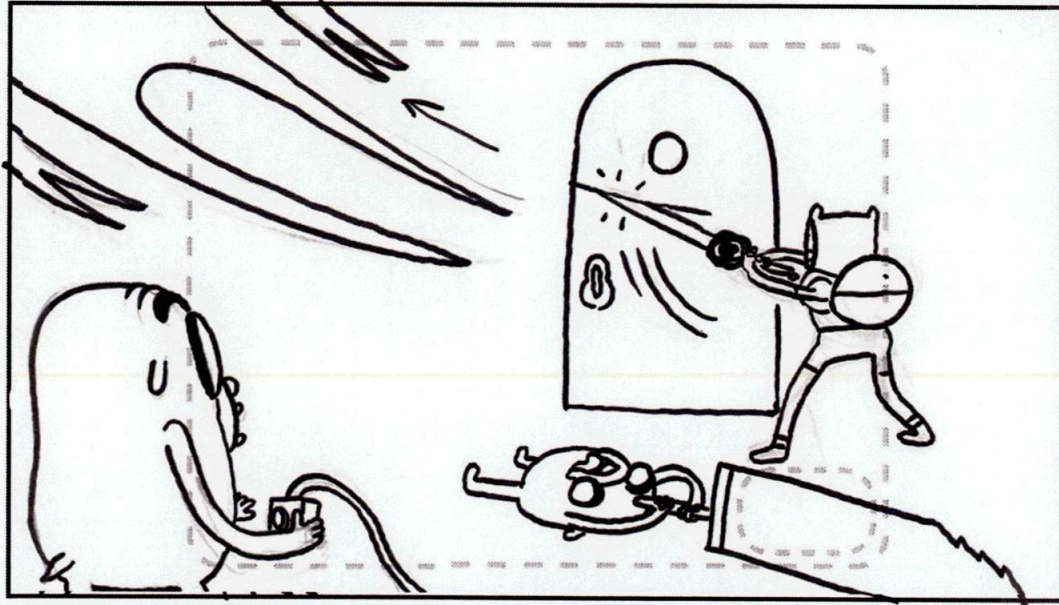
1025/192

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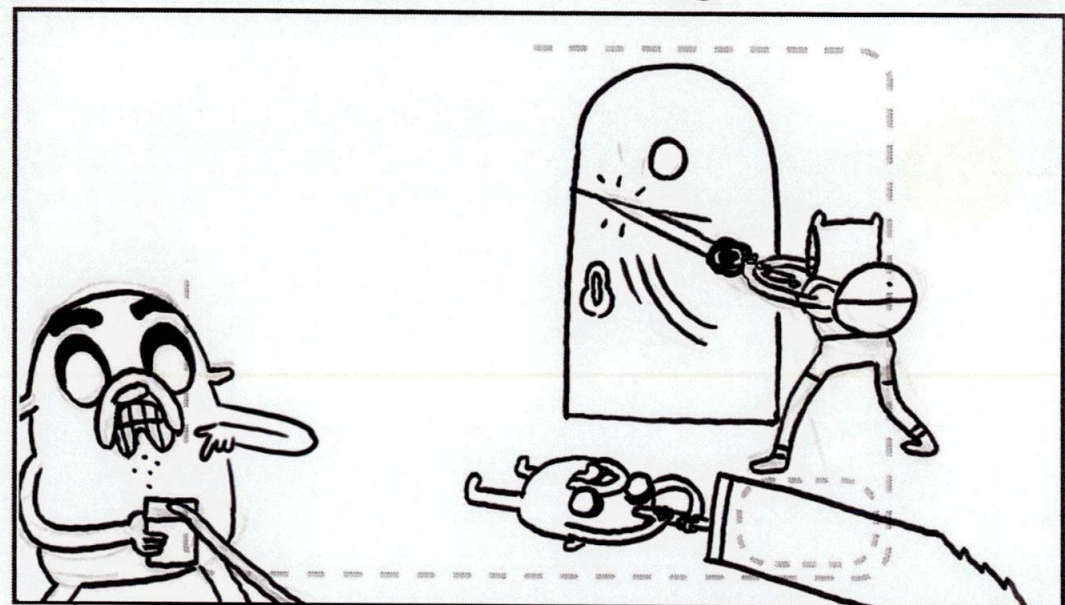
ADVENTURE TIME



Sc. 138 CONT Pnl. I Bg. day night



Sc. 138 CONT Pnl. J Bg. day night



Page 187
187A NEXT

Dialog:

SFX / CHUNK
JER: NNUH!

Action:

Finn Swings sword in door

Timing:

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Production:

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ADVENTURE TIME



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Sc. 138 *CONT*

Pnl. K

Bg.

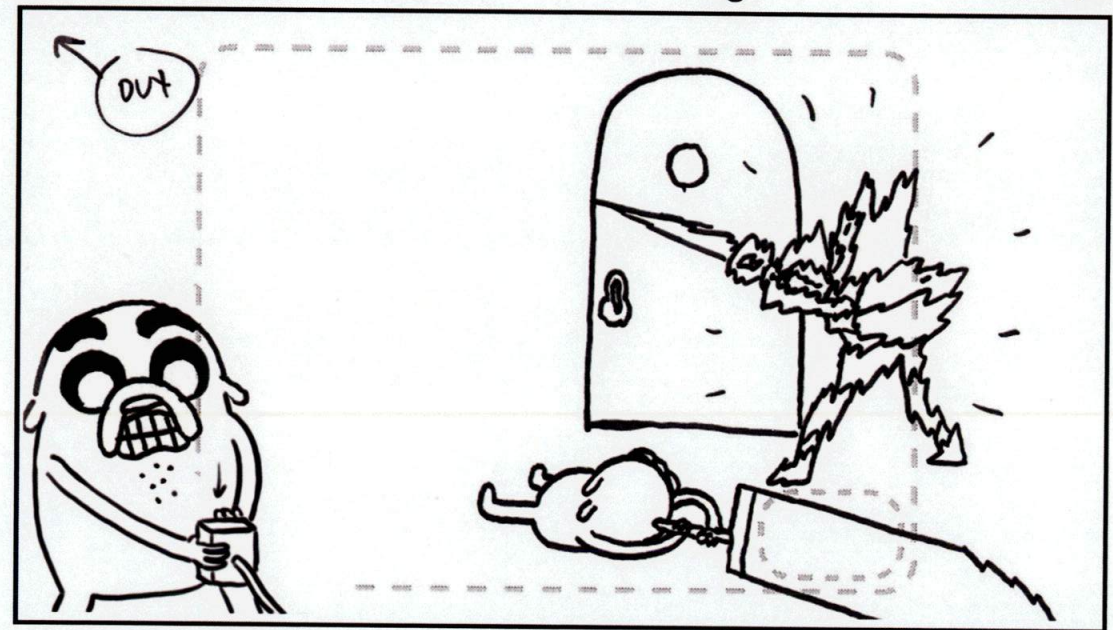
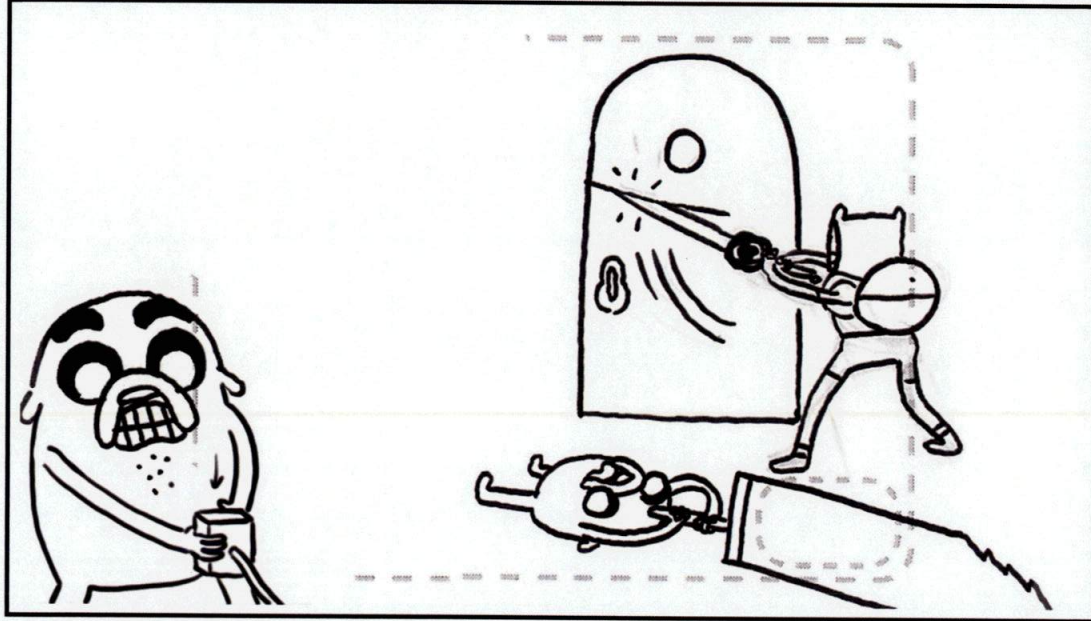
day night

Sc. 138 *CONT*

Pnl. L

Bg.

day night *188 NEXT*



Dialog:

sfx/ ZAP

Action:

B.L. ELECTRIC EFX.

Finn gets electrocuted

AUG 18 2014

Timing:

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ADVENTURE TIME

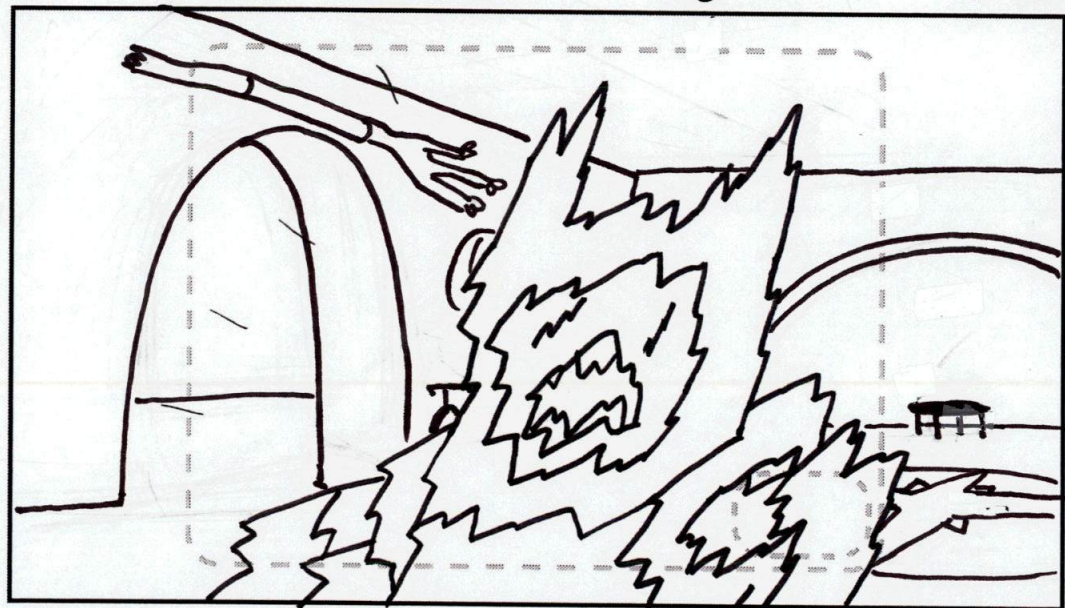


Sc. 139

Pnl. A

Bg.

day night

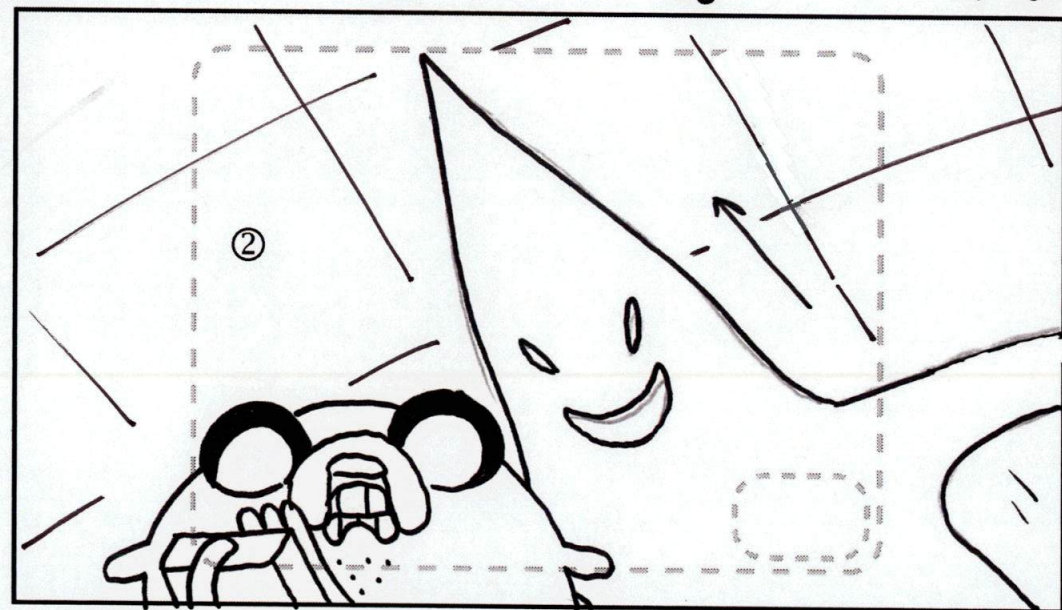


Sc. 140

Pnl. A

Bg.

day night



Page 108

Dialog:

Finn / AAA!!!

SFX: ZZZT!

Action:

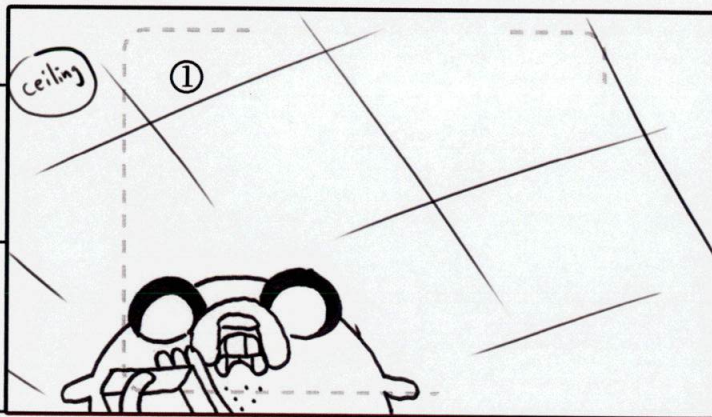
-FINN SHOCKED INSTEAD

B.L. ELECTRIC EFX.

Timing:

Ariel Where's my -

-ARIEL RISES UP BEHIND JER.



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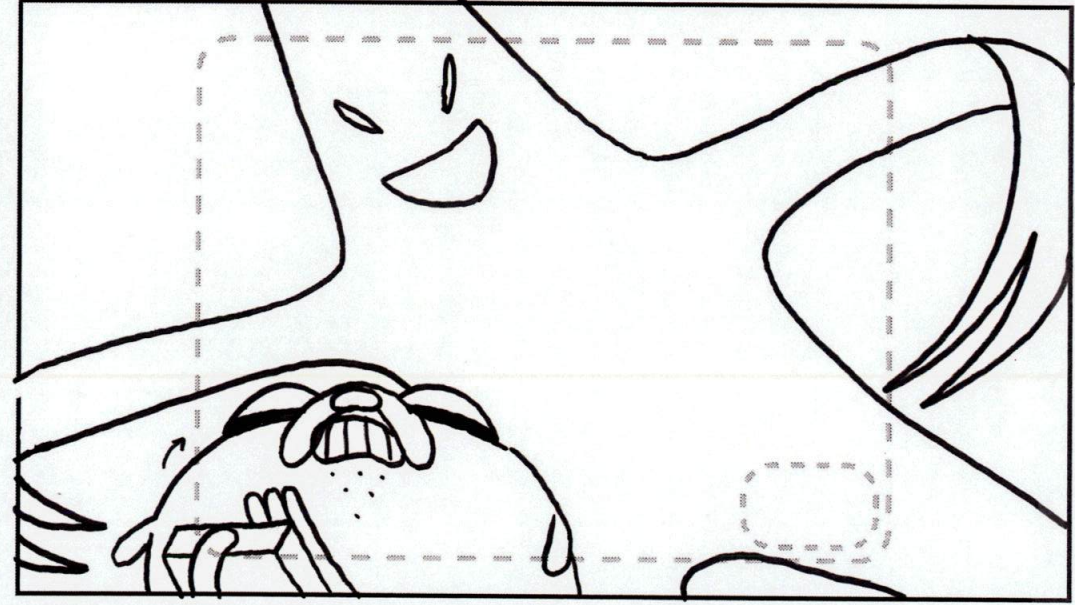
Production:

1025/192

ADVENTURE TIME



Sc. 140 CONT Pnl. B Bg. day night



Sc. 140 CONT Pnl. C Bg. day night



Dialog:	Ariel / DAT tapes!??
Action:	
Timing:	

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EPISODE #

Production:

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1025/192

1025/192

1025/192

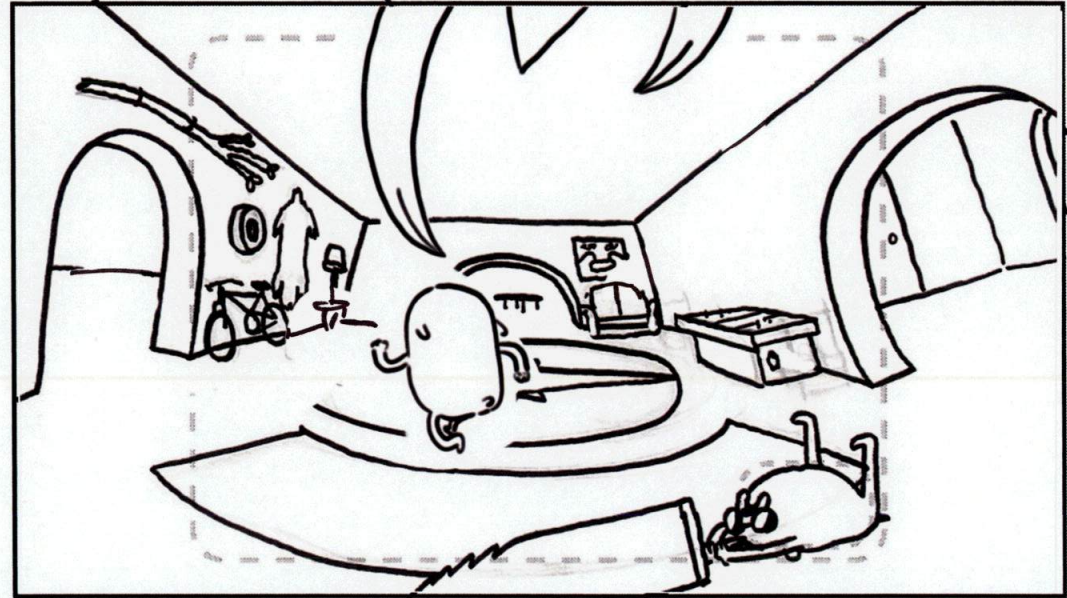
ADVENTURE TIME



Sc. 140 CONT Pnl. D Bg. day night



Sc. 141 Pnl. A Bg. day night



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190A NEXT

Dialog:

SNAP

Action:

Jermaine ducks out

Timing:

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1025/192

1025/192



ADVENTURE TIME

Page 190A
19/NEXT
day night

Sc. 141 CONT

Pnl. B

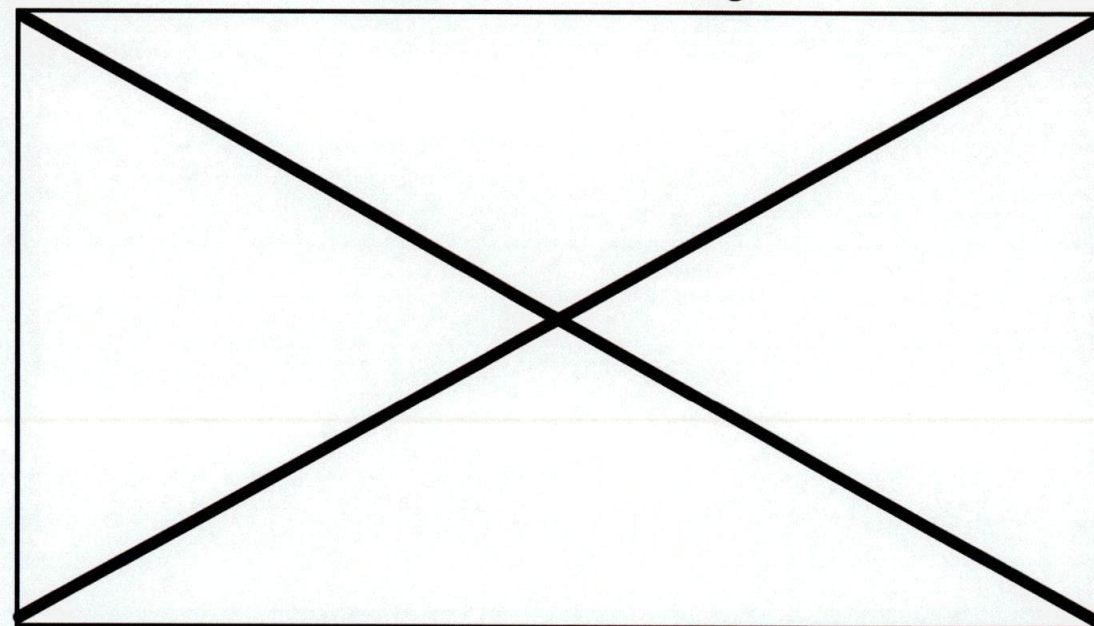
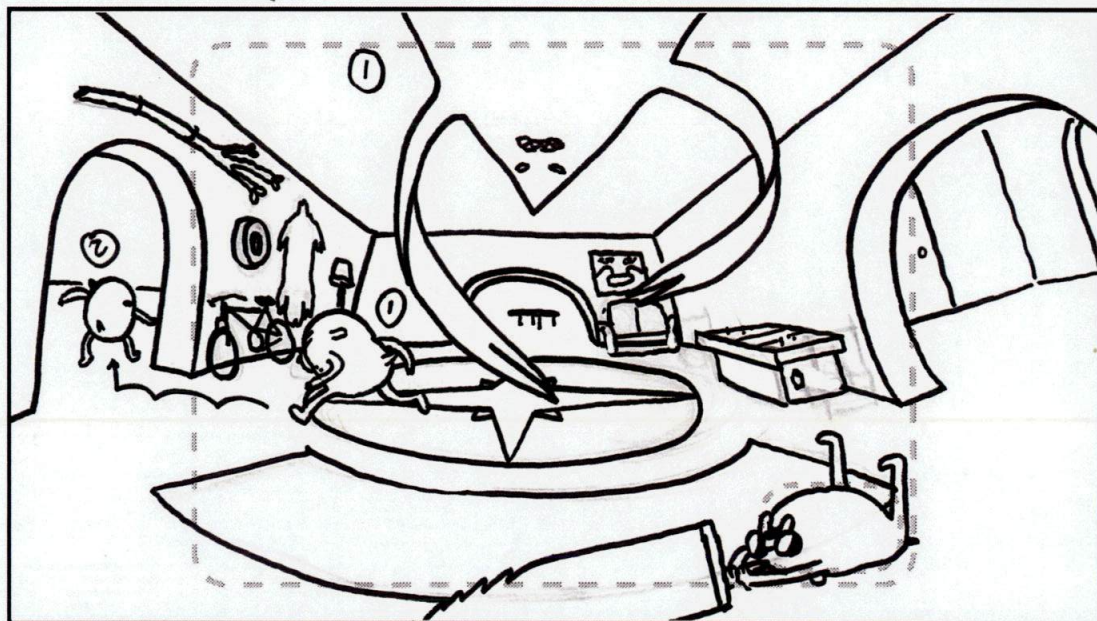
Bg.

day night

Sc.

Pnl.

Bg.

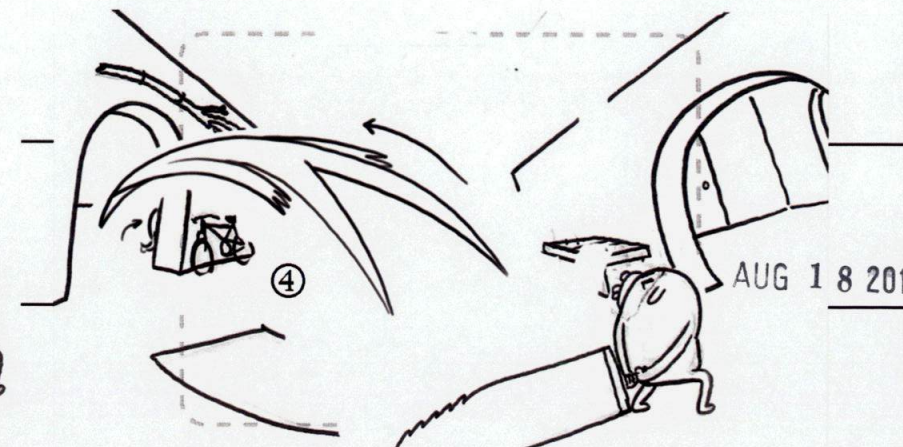


Dialog:

Jermaine/epilon eucradies epilindvs-

Action:

Timing:



EPISODE #

Production:

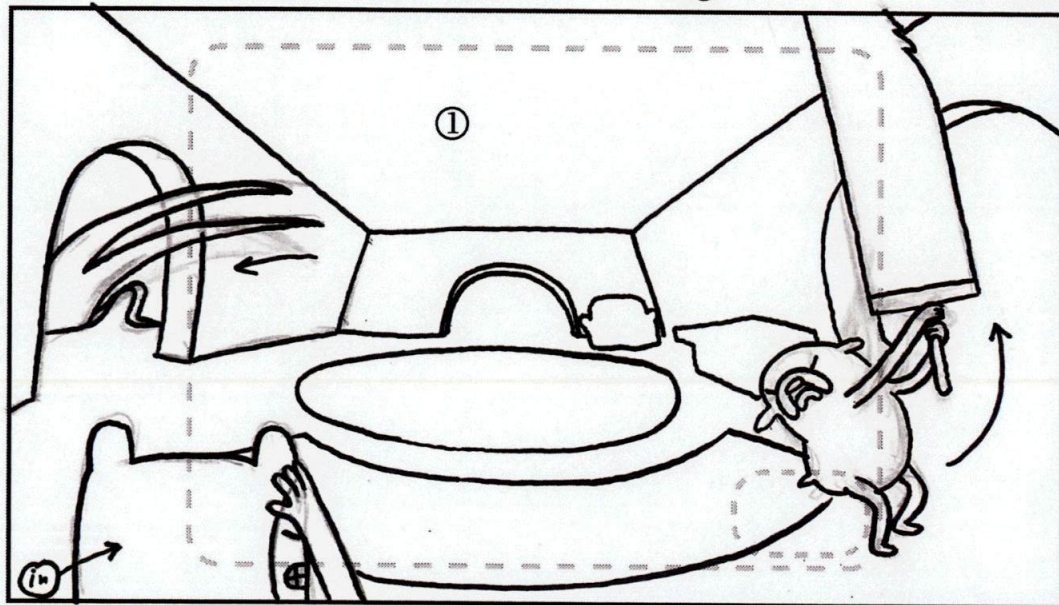
ADVENTURE TIME



Sc. 141 *CONT* Pnl. C

Bg.

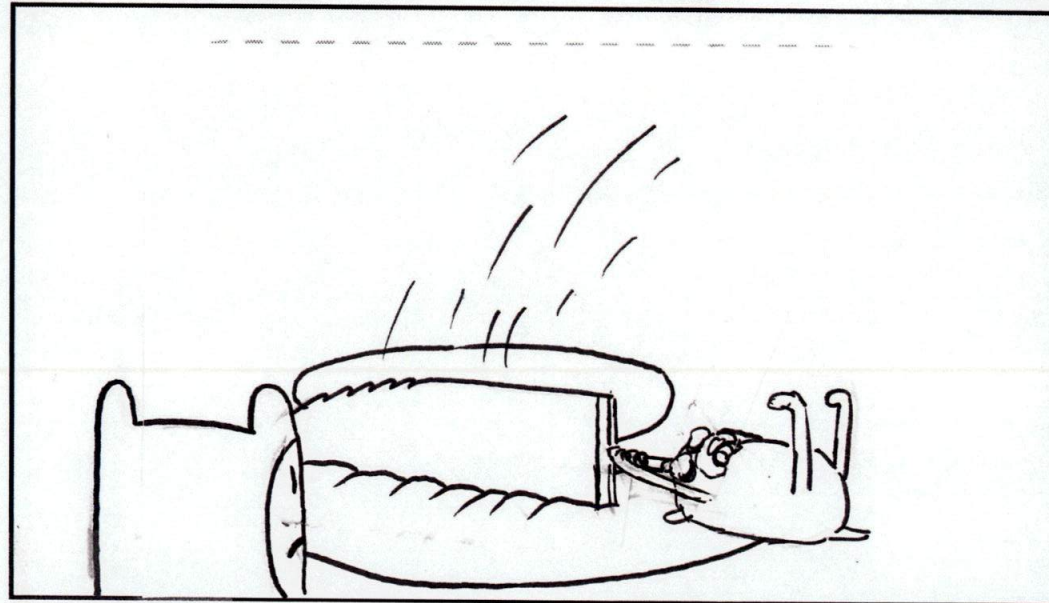
day night



Sc. 141 *CONT* Pnl. D

Bg.

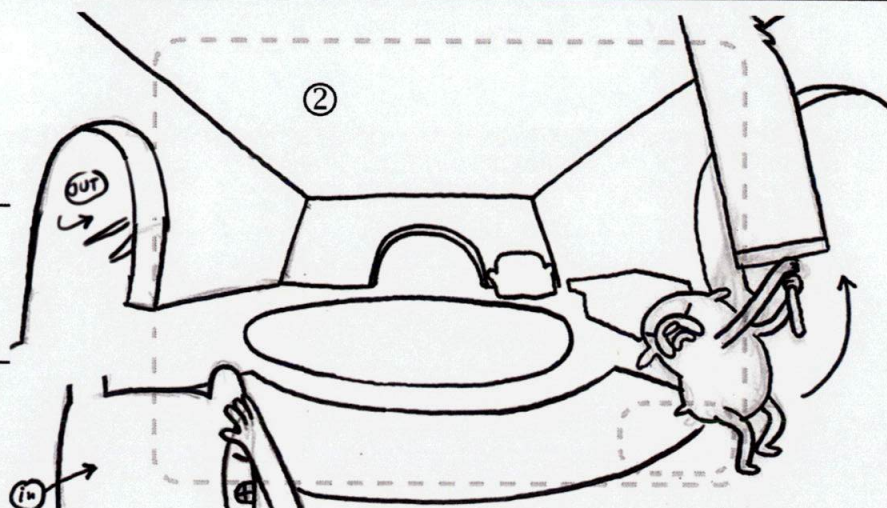
day night



Dialog:

Action:

Timing:



Take! OOMPH!

SFX! BOOM

sword smashes into carpet

AUG 18 2014

EPISODE #

1025-192

Production:

1025/192

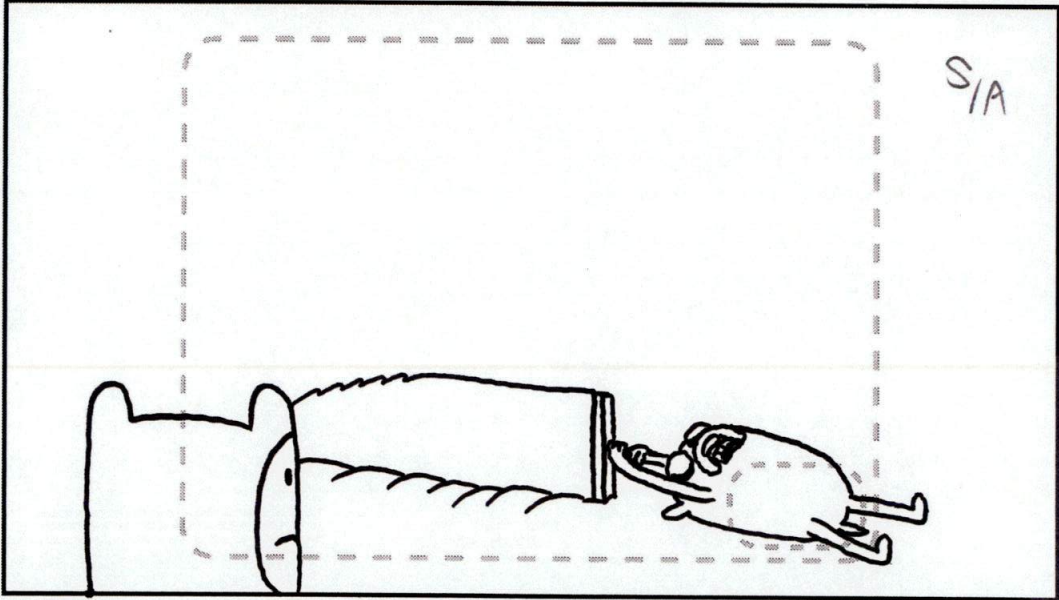
1025/192

1025/192

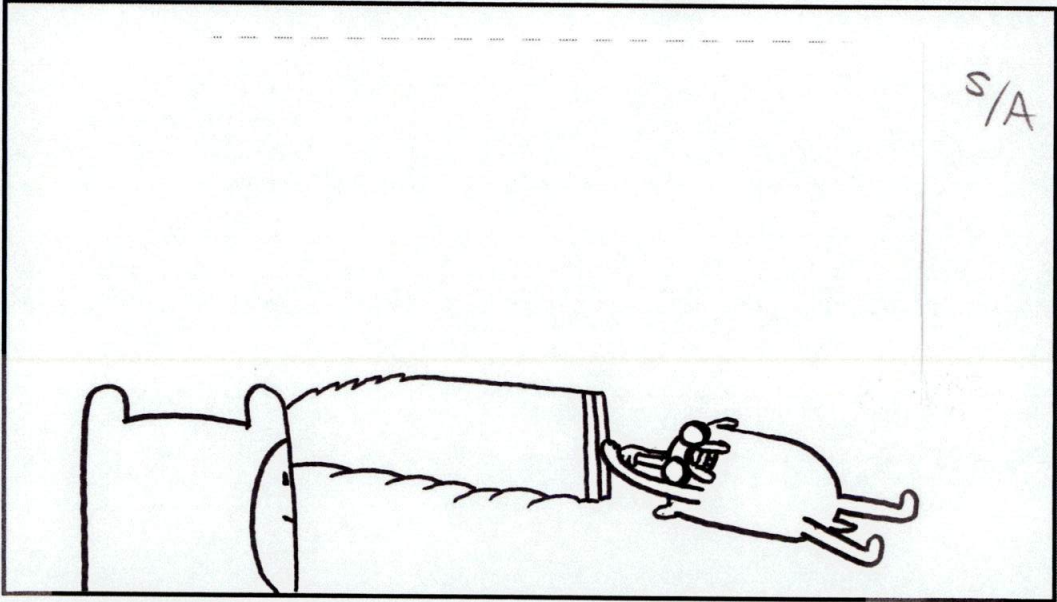
ADVENTURE TIME



Sc. 141 CONT Pnl. E Bg. day night



Sc. 141 CONT Pnl. F Bg. day night



Dialog:	<u>Take!</u> Why is this thing so dense
Action:	
Timing:	AUG 18 2014

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Production:

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1025/192

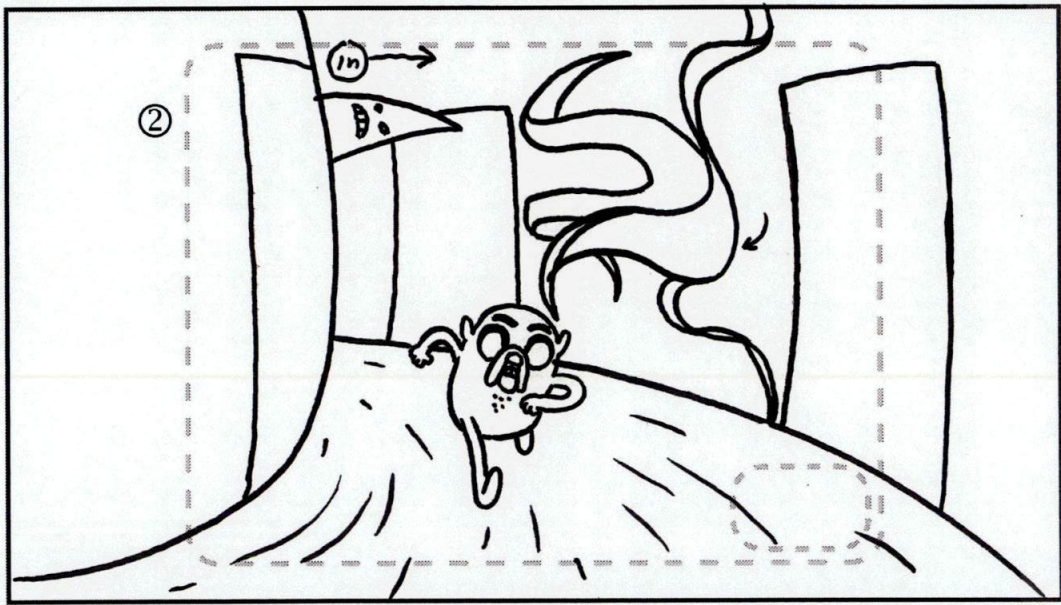
1025/192

ADVENTURE TIME

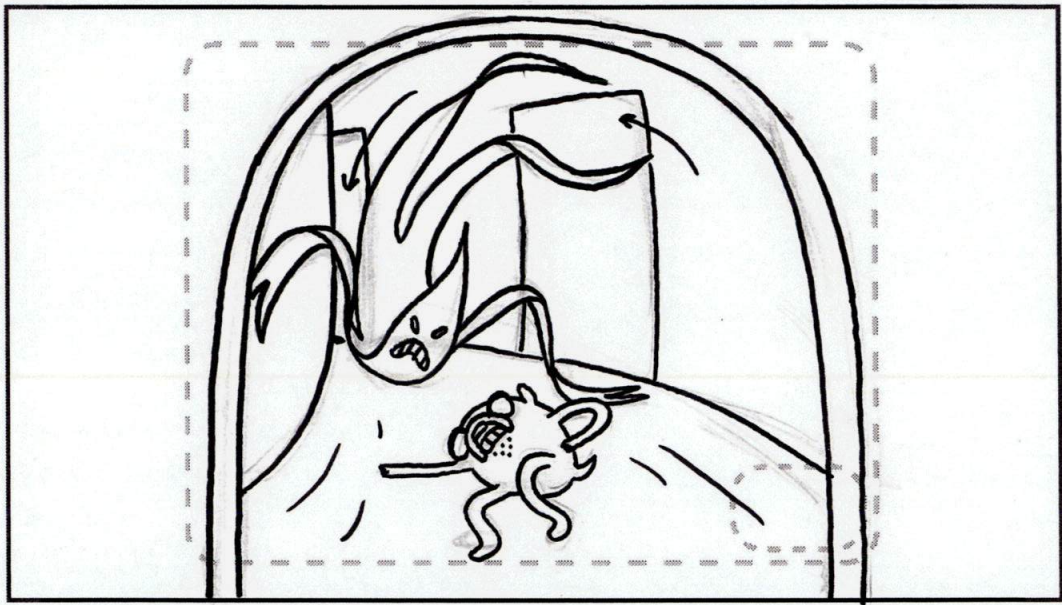


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Sc. 142 Pnl. A Bg. day night



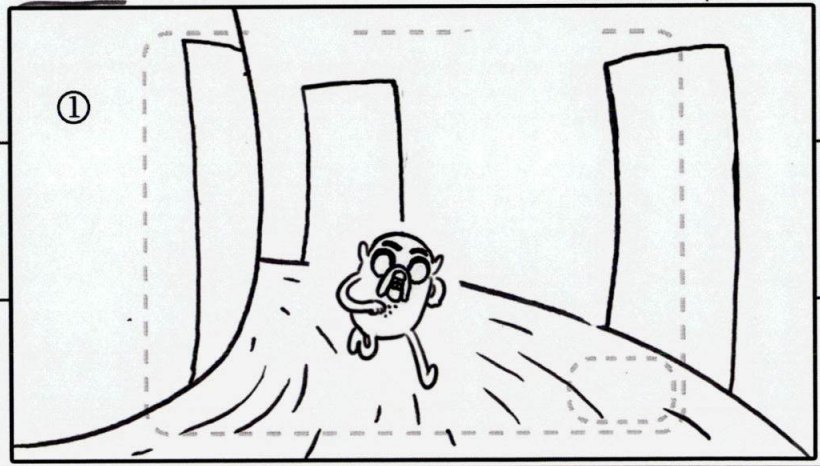
Sc. 142 CONT Pnl. B Bg. day night



Dialog: Jerri / I got your tapes over here!

Action:

Timing:



Ariel / And the --

-JER. SLIDES.

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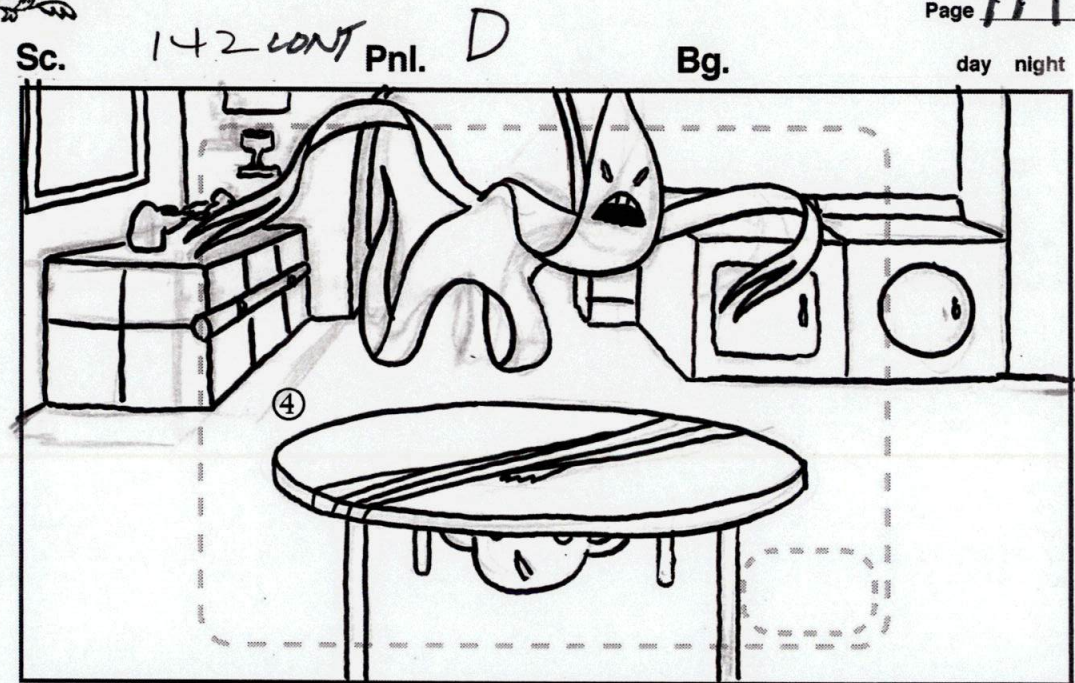
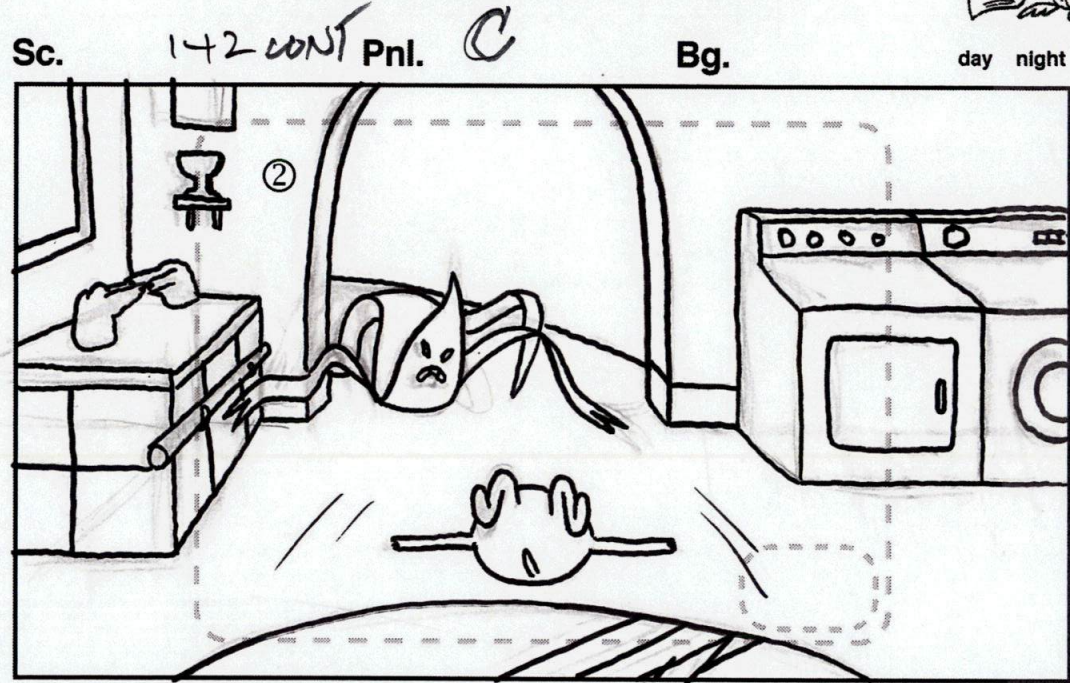
1025/192

1025/192

ADVENTURE TIME



Page **194**



Dialog: Ariel / - CUP ! Ariel / The CU- -JER SLIDES UNDER TABLE.

AUG 18 2014

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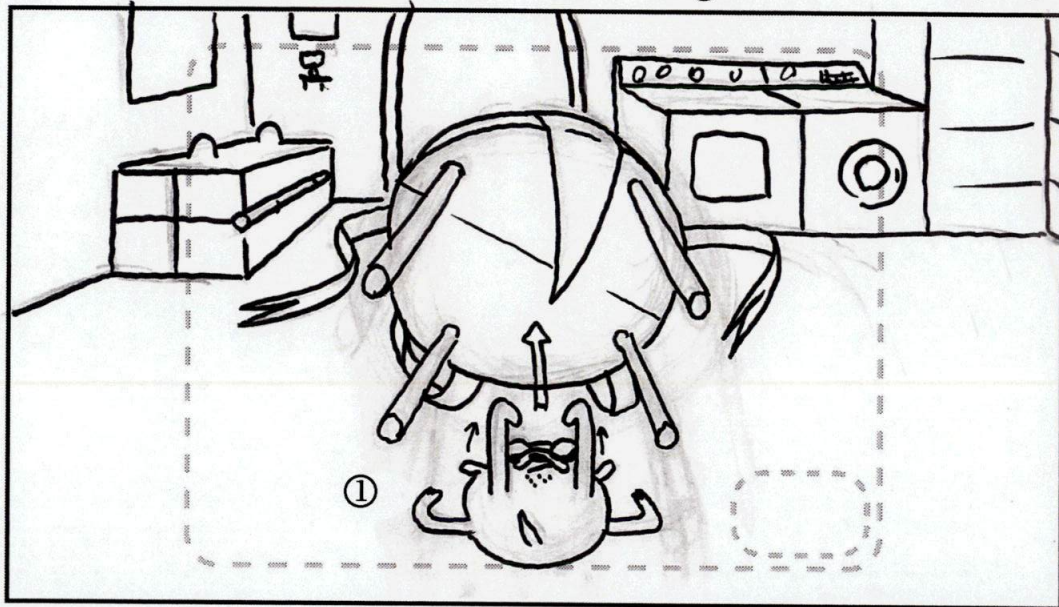
1025/192

ADVENTURE TIME

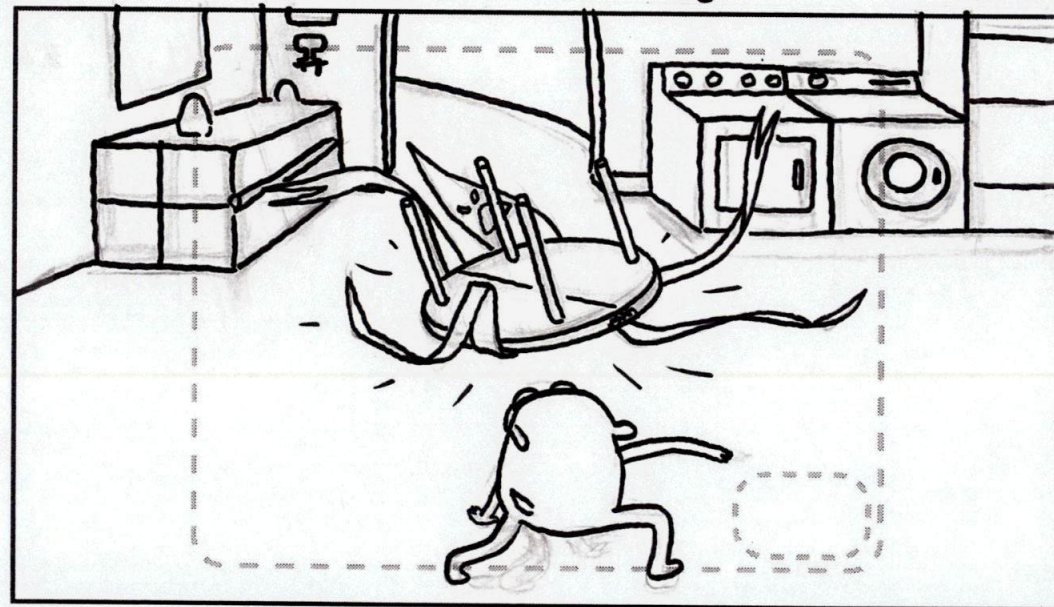


Page 145

Sc. 142 CONT Pnl. E Bg. day night



Sc. 142 CONT Pnl. F Bg. day night

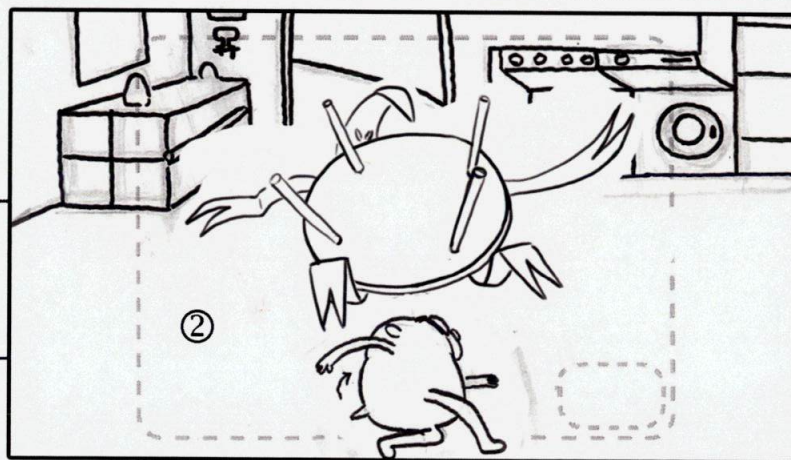


Dialog: Ariel / OOMPH!

Sfx: WHAM!

Action: Jermaine Kick table in the air

Timing:



Ariel / AGH!

-TABLE FALLS ON ARIEL.

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EPISODE #

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1025/192

1025/192

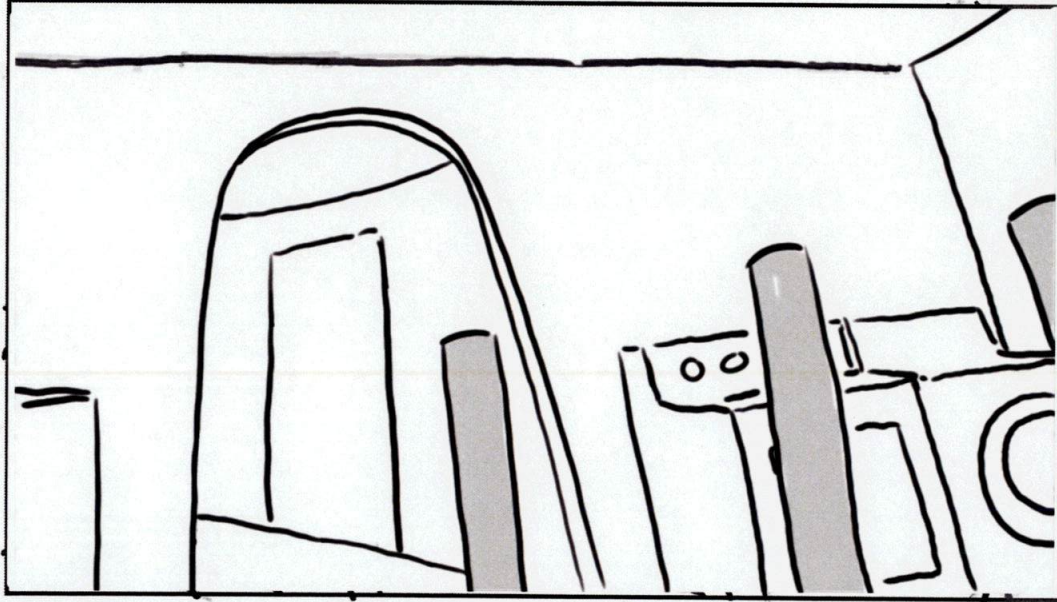
Cut

ADVENTURE TIME

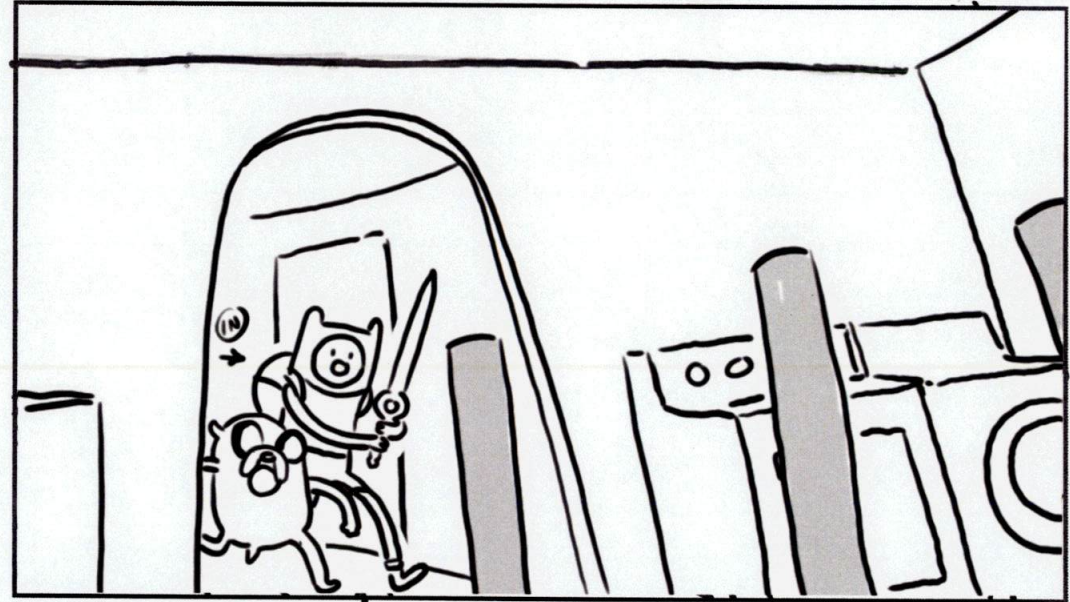


Page 196

Sc. 143 Pnl. A Bg. day night



Sc. 143 CONT Pnl. B Bg. day night



Dialog:

Jake / I got him!

Action:

-F+J APPEAR IN DOORWAY.

AUG 18 2014

Timing:

EPISODE #

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Production:

1025/192

1025/192

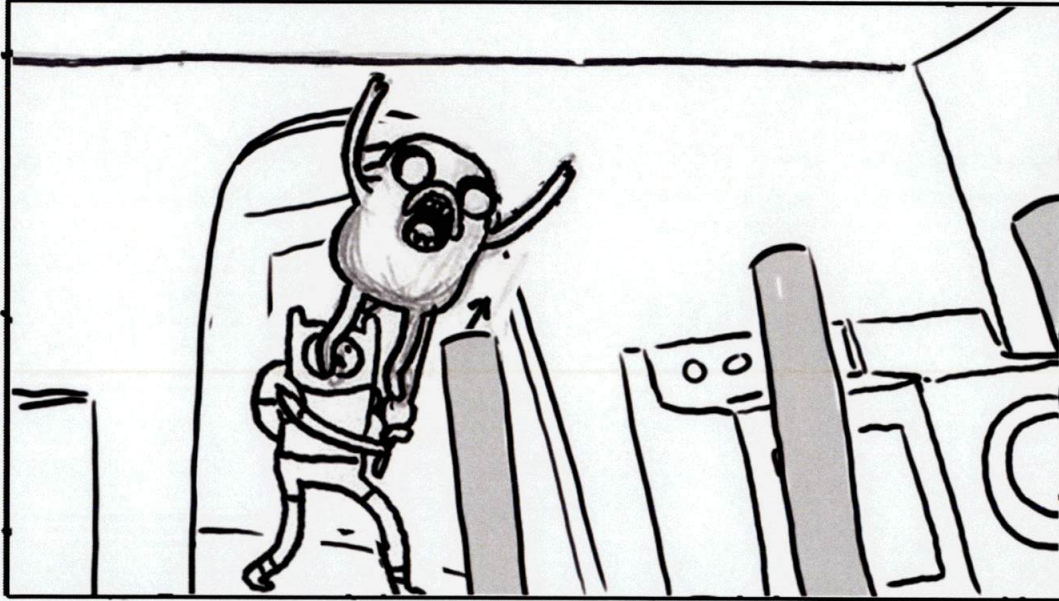
1025/192

ADVENTURE TIME

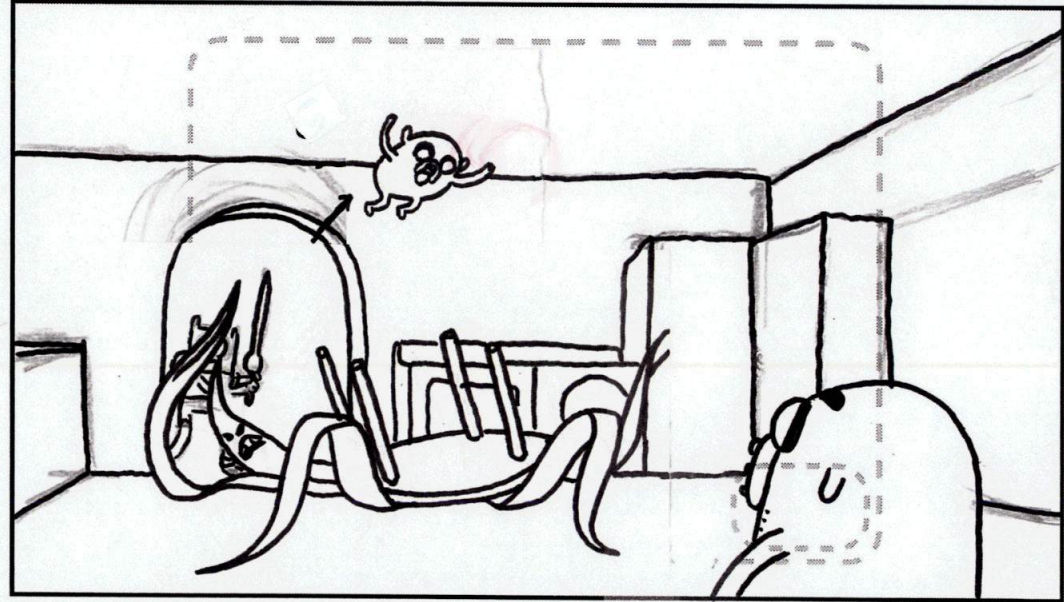


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Sc. 143 CONT Pnl. C Bg. day night



Sc. 144 Pnl. A Bg. day night

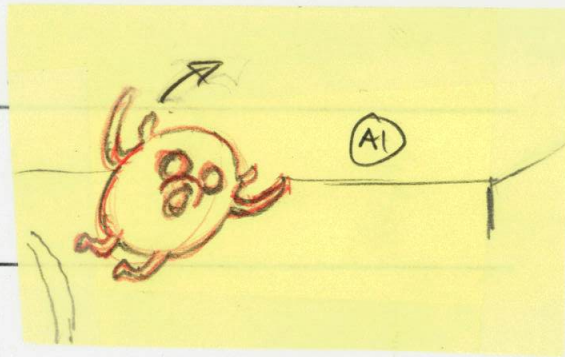


Dialog: Jake/ HVP !

Jake/ SHA-

Action:

Timing:



Jake grows w/ Drop

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1025/192

ADVENTURE TIME



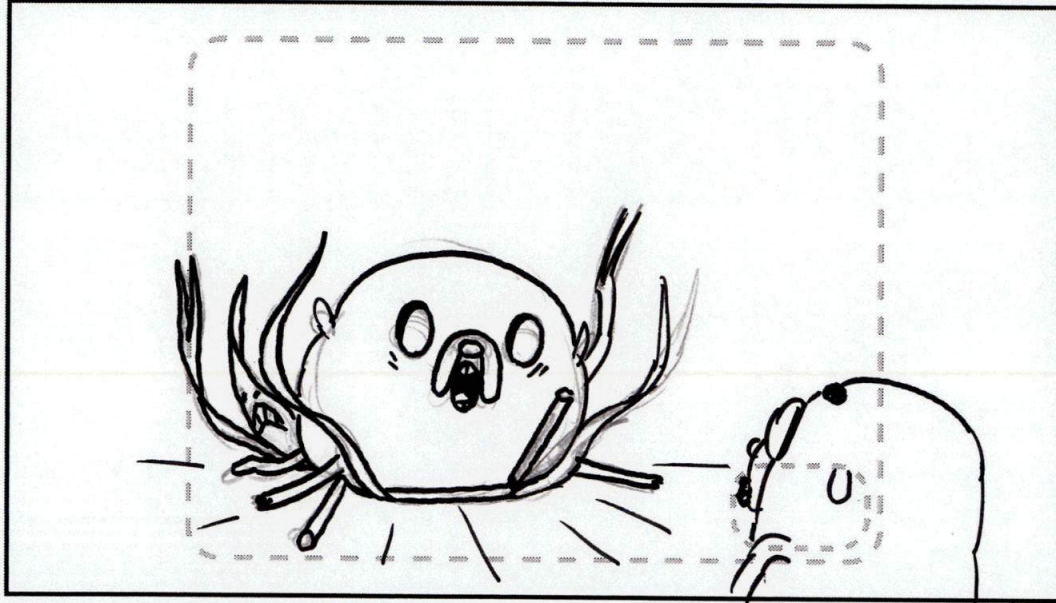
NO SC 145

Page 198

Sc. 144 CONT Pnl. B

Bg.

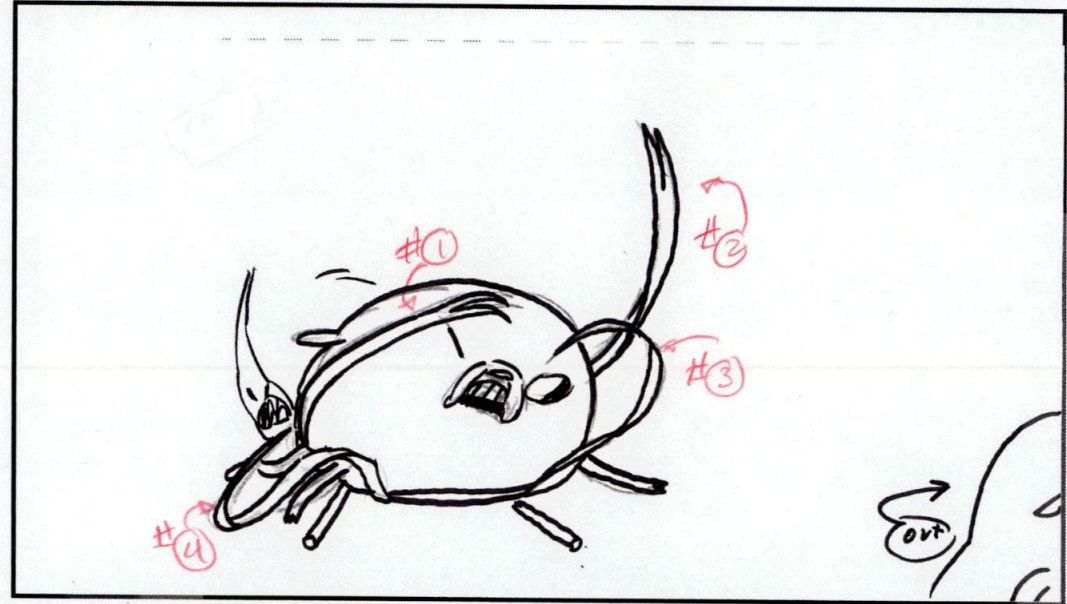
day night



Sc. 144 CONT Pnl. C

Bg.

day night



Dialog:

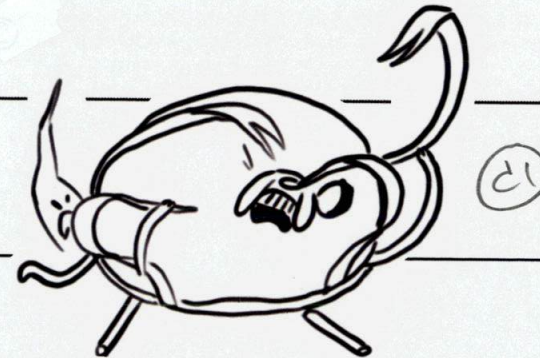
Jake! -BOOM!

Jake! Woah watch it!

Action:

- J. SMASHES DOWN ON ARIEL / TABLE.

Timing:



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1025/192

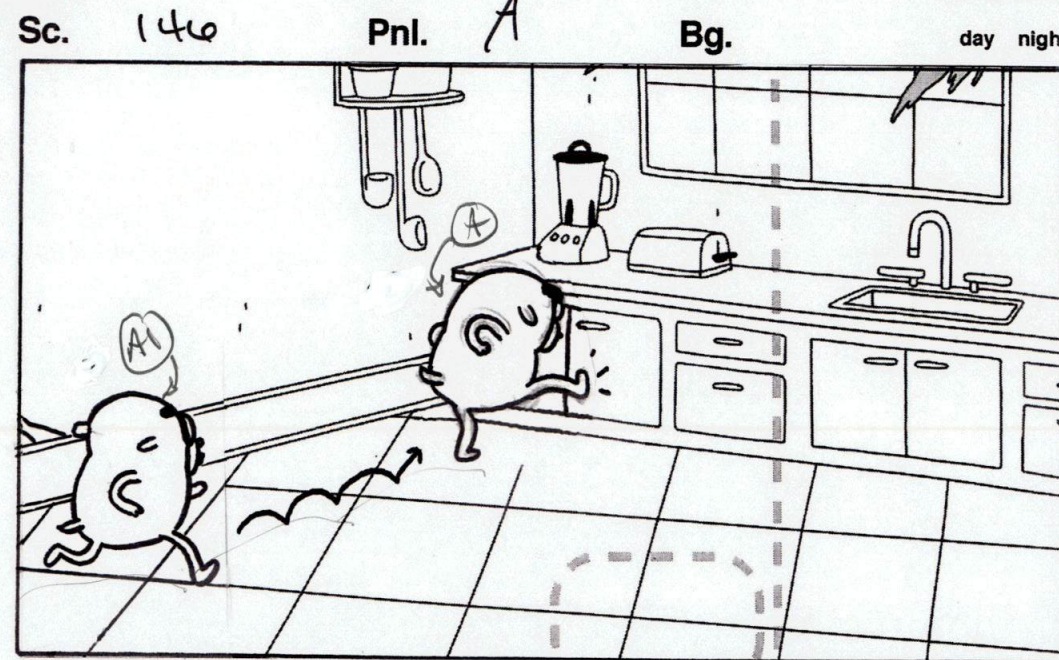
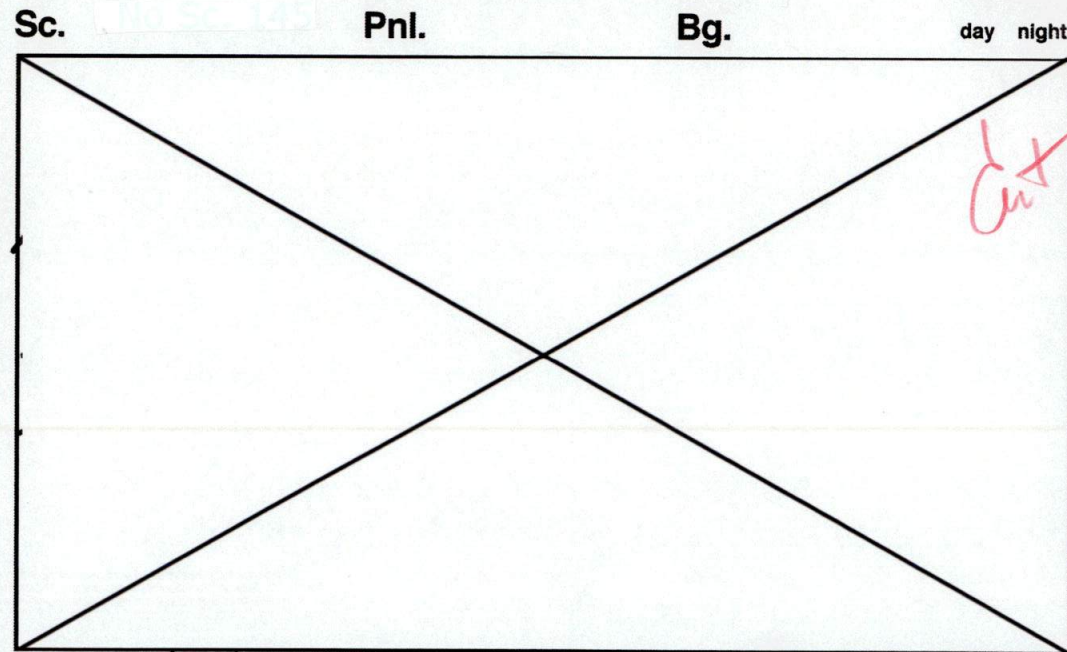
1025/192

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ADVENTURE TIME



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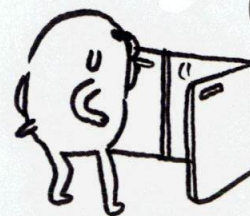


Dialog:

Action:

Timing:

Jake/ (os) cut hi's arms Finn!



Jermaine
kicks open
cupboard

AUG 18 2011

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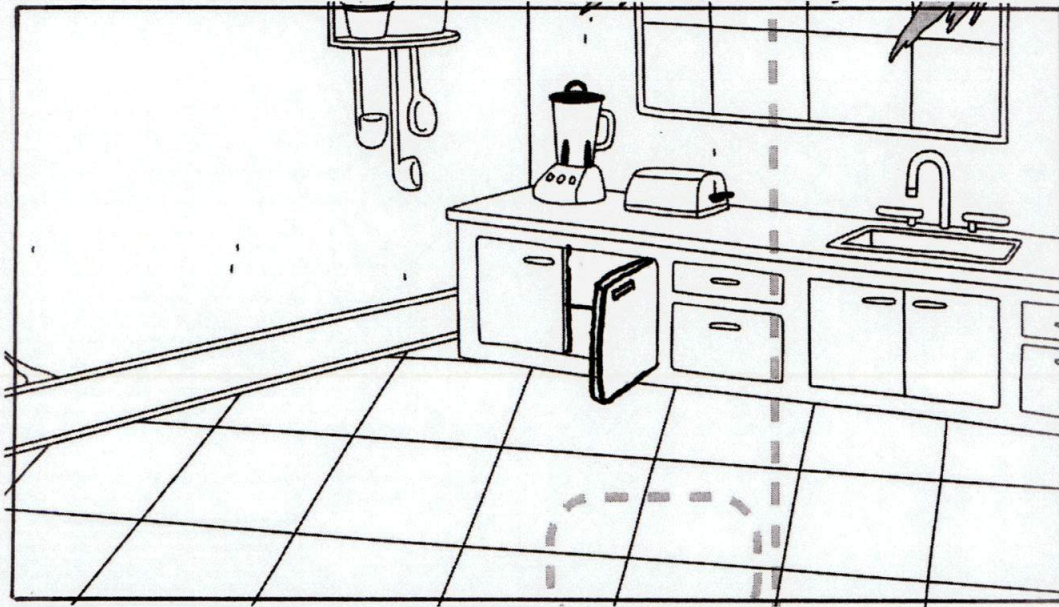
1025/192

ADVENTURE TIME

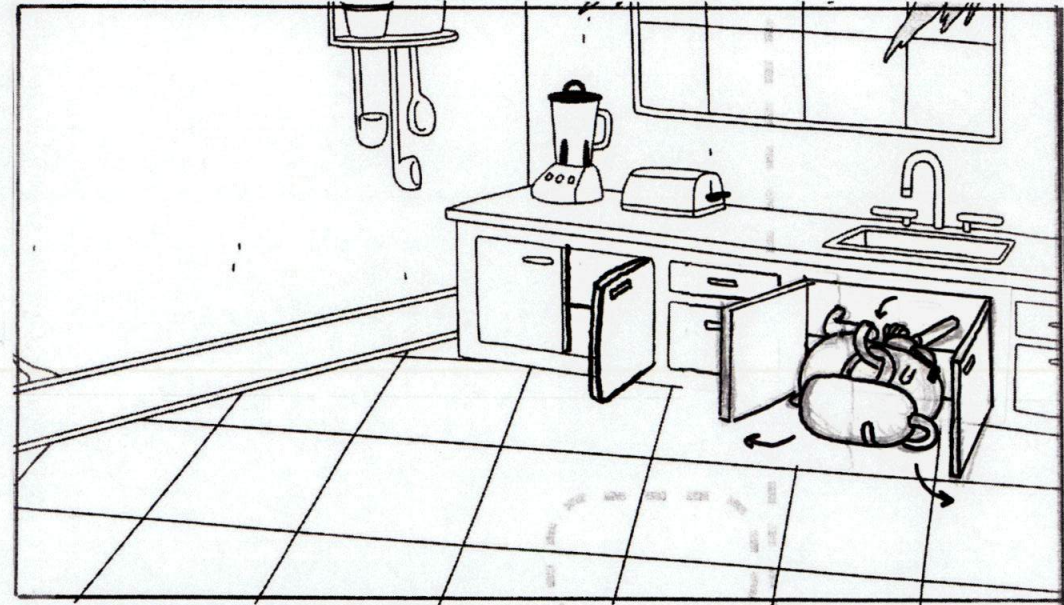


Page 200

Sc. 146 CONT Pnl. B Bg. day night



Sc. 146 CONT Pnl. C Bg. day night



Dialog:

Finn^(os) OK! HYA!

F+J / AAAHH!!

Action:

- JER ROLLS OUT OF SPACE UNDER SINK.

Timing:

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Production:

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1025/192

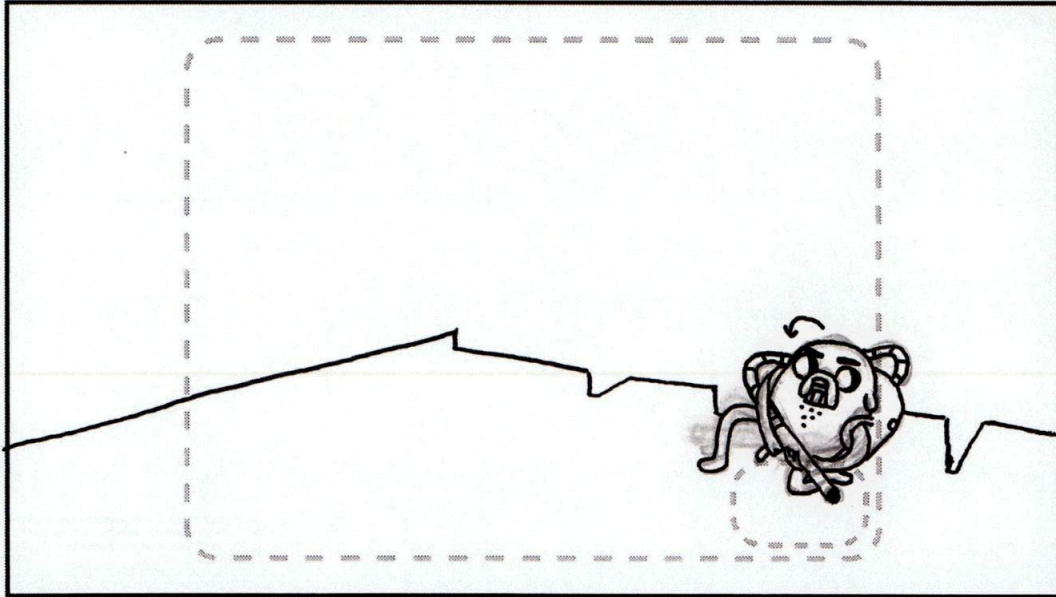
1025/192

ADVENTURE TIME

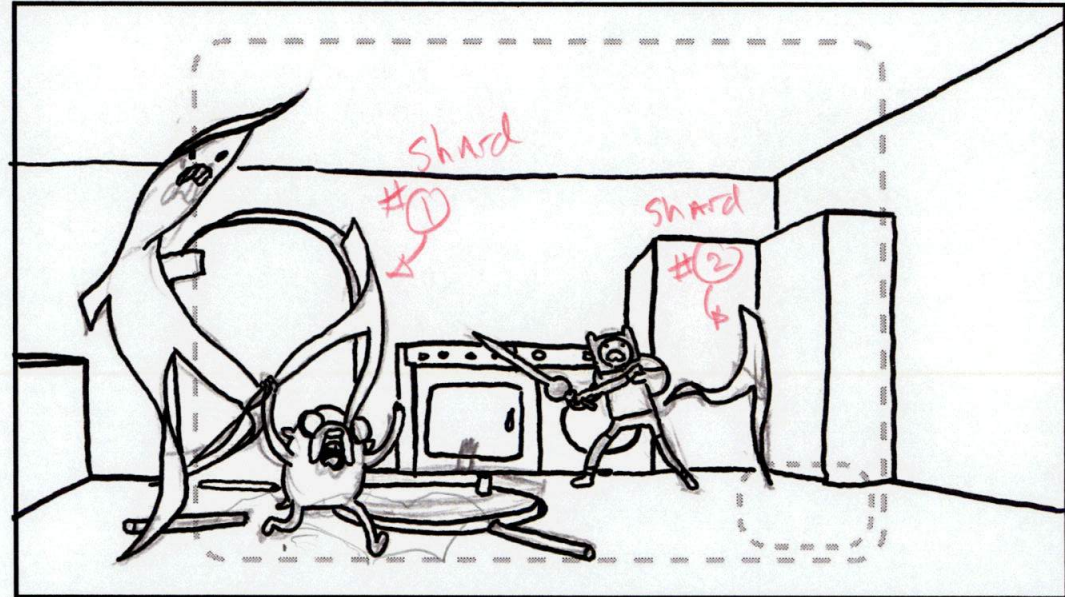


Page 201

Sc. 146 CONT Pnl. D Bg. day night



Sc. 147 Pnl. A Bg. day night



Dialog: F+J / AAA!!
(015)

Jake / AAA!!



Action: Jermaine rolls out of cupboard with vacuum on his back



- F+J FIGHT PIECES OF ARKEL

Timing:

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Production:

1025/192

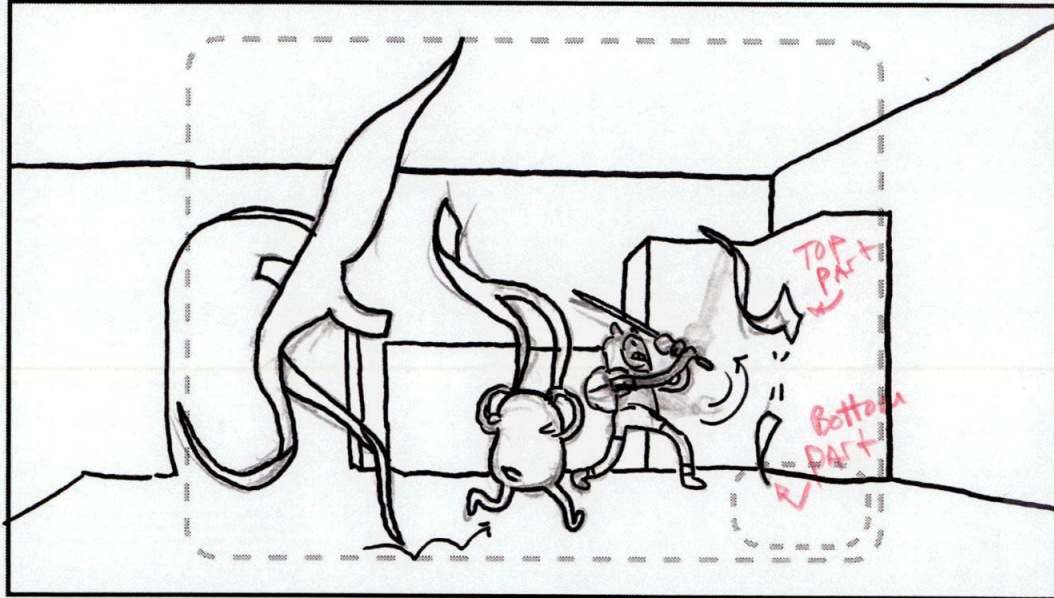
1025/192

ADVENTURE TIME

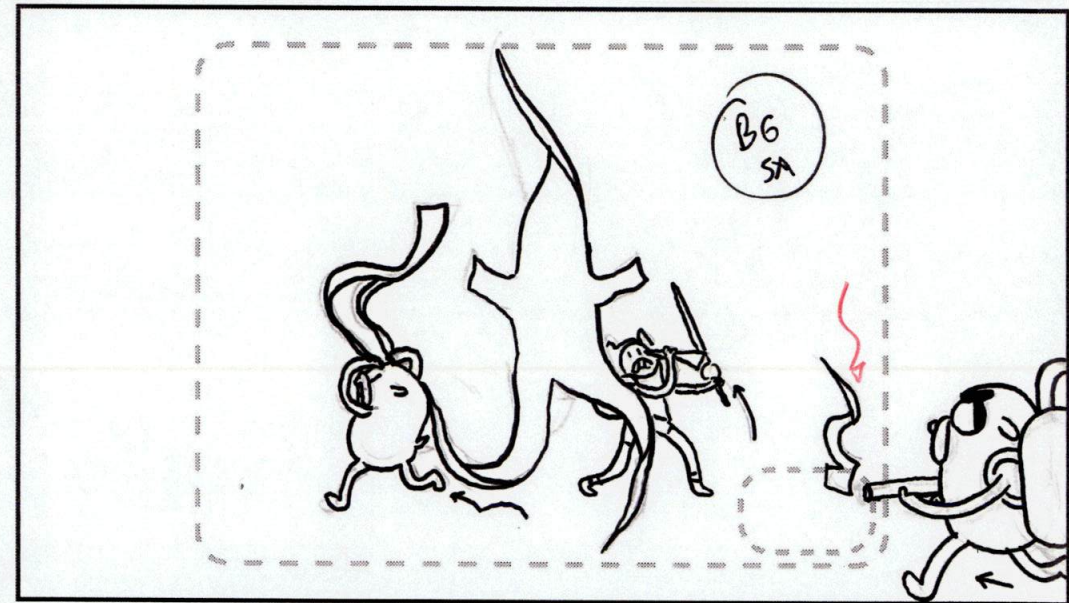


Page 202

Sc. 147 CONT Pnl. B Bg. day night



Sc. 147 CONT Pnl. C Bg. day night



Dialog:

Jake AAA

F /woah!

Action:

- Finn chops leg

- ARIEL. shard tries to stab Finn in eye.

Timing:

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Production:

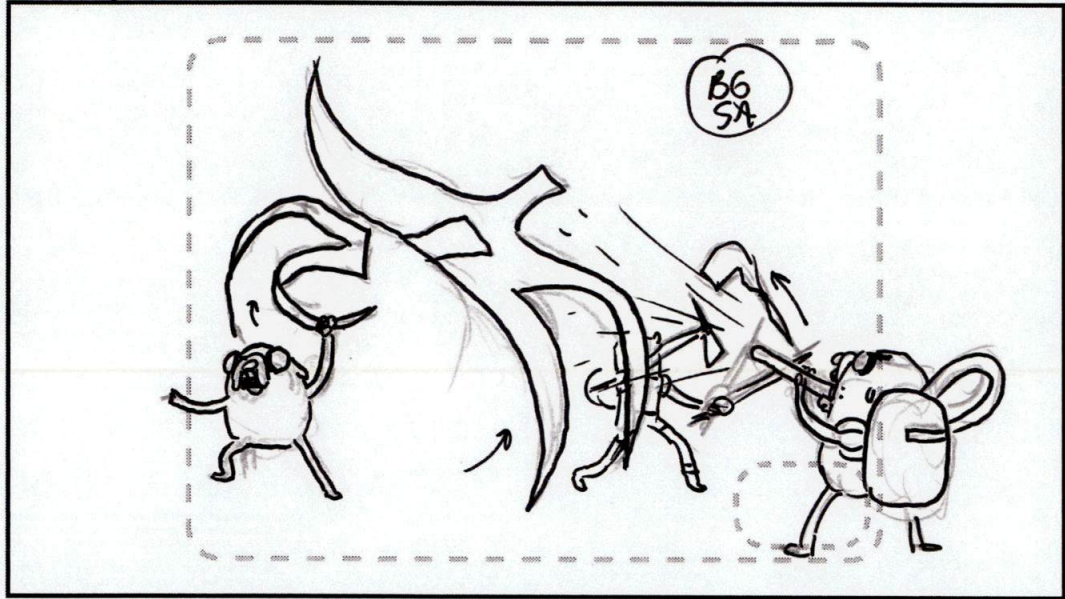
1025/192

1025/192

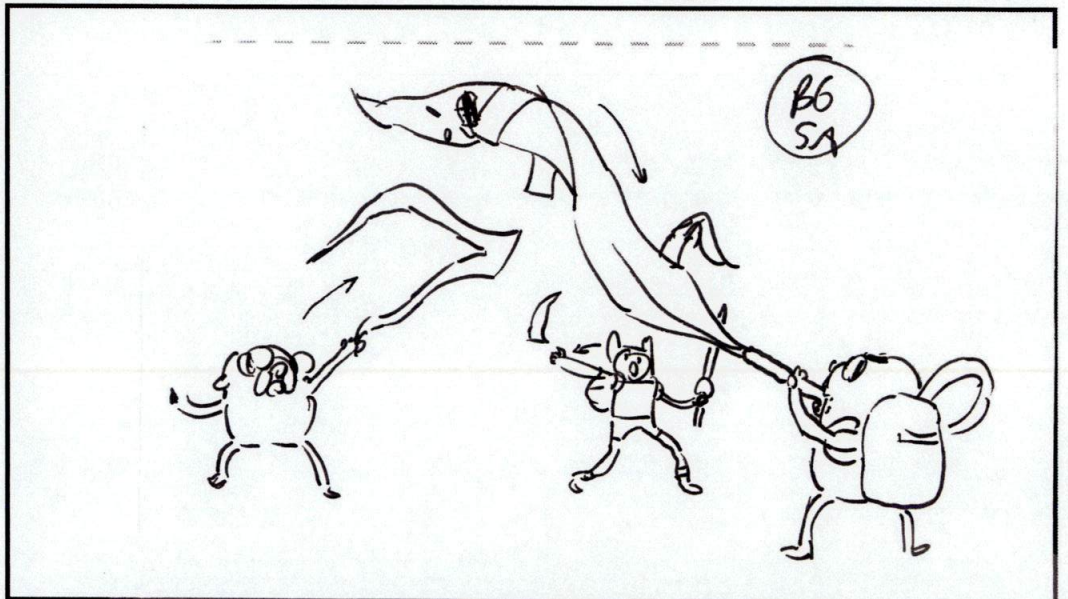
ADVENTURE TIME



Sc. 147 CONT Pnl. D Bg. day night



Sc. 147 CONT Pnl. E Bg. day night



Dialog:	<u>sfx</u> : SUUCK=
Action:	Jermain turns on vacuum
Timing:	

Ariel / HV-WHUH!?



EPISODE #

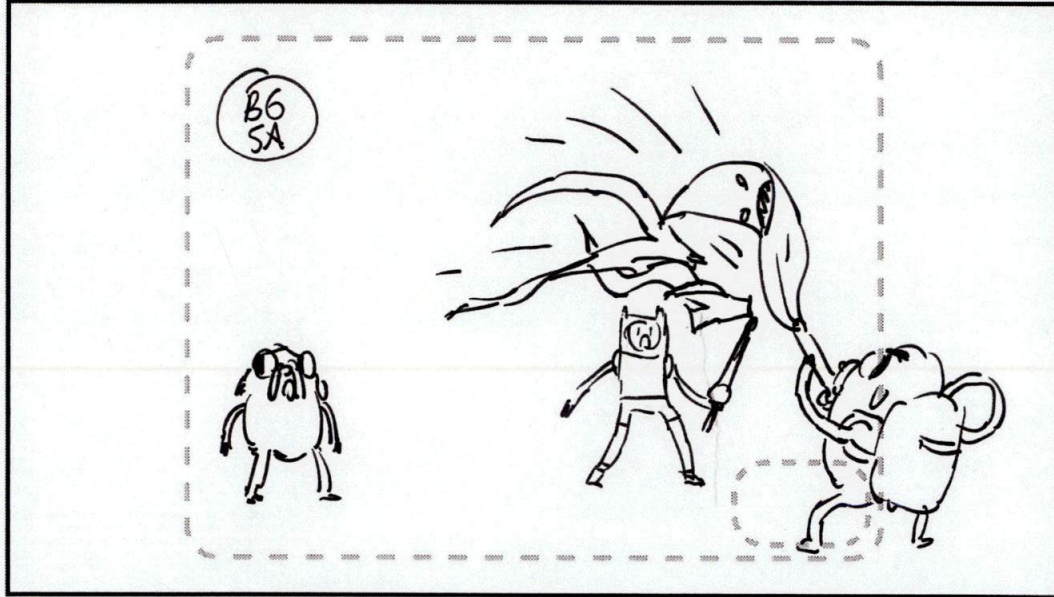
Production:

ADVENTURE TIME

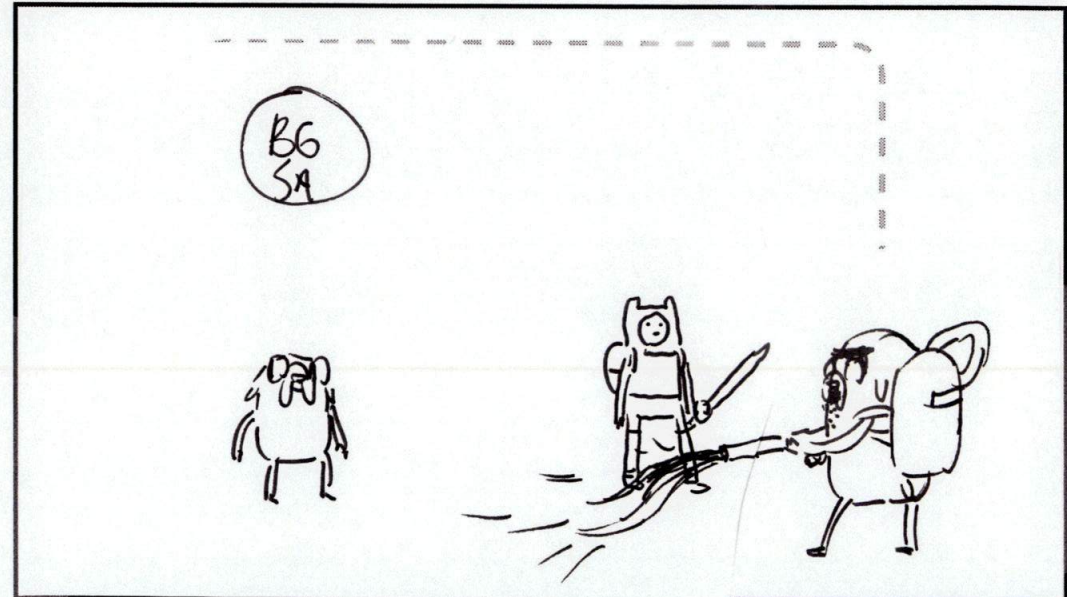


Page 204

Sc. 147 cont Pnl. F Bg. day night



Sc. 147 cont Pnl. G Bg. day night



Dialog:

Ariel / AAA !!

Ariel (muffled
scream)

Action:

-ARIEL SUCKED INTO VACUUM.

Timing:

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Production:

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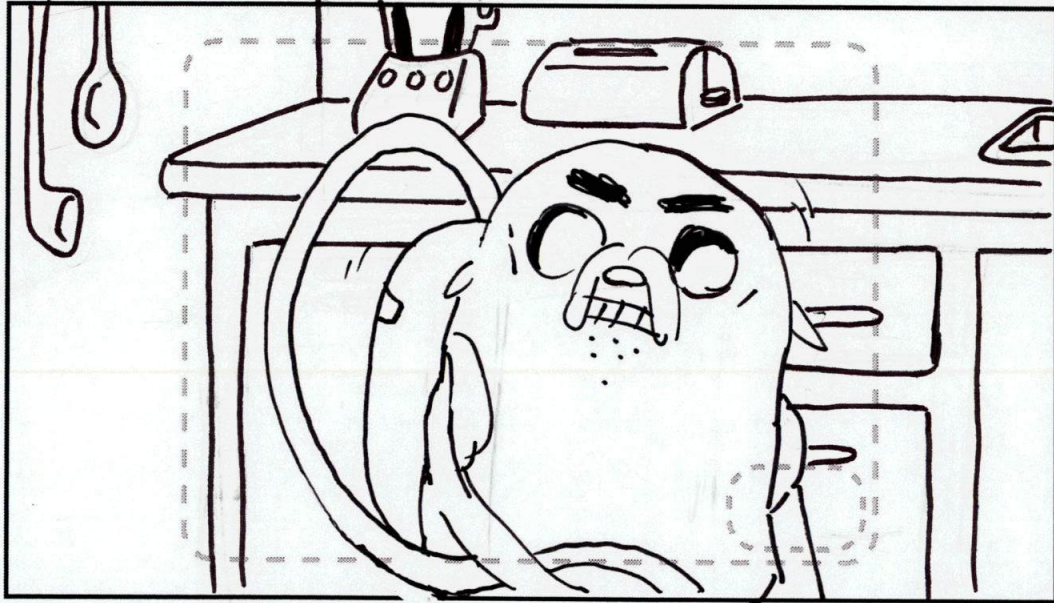
1025/192

ADVENTURE TIME

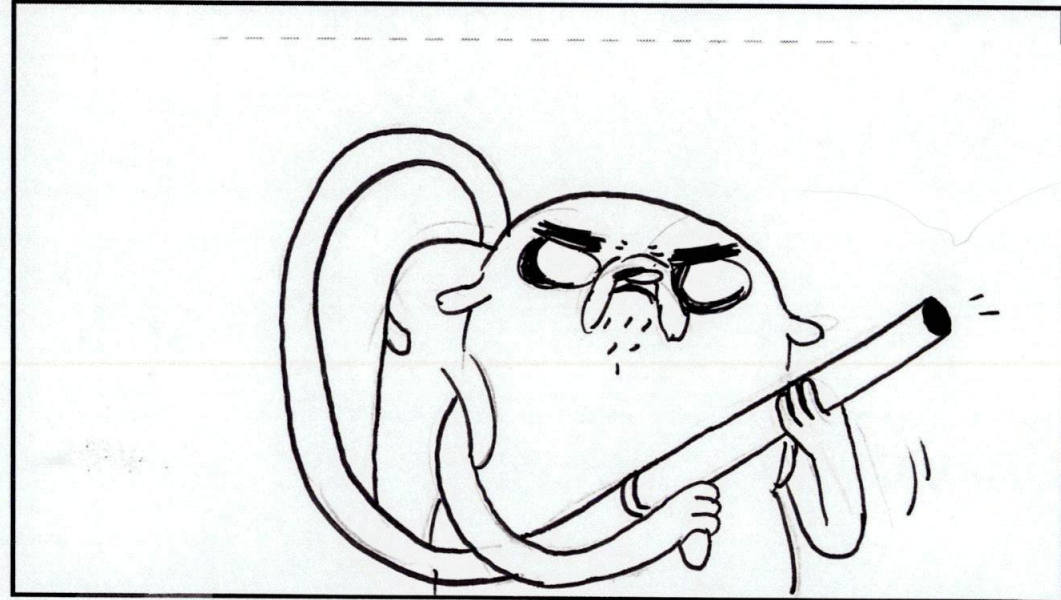


Page 205

Sc. 148 Pnl. A Bg. day night



Sc. 148 CONT Pnl. B Bg. day night



Dialog:

Ariel / (muffled scream)

Sfx / SHWUMP! :-

Action:

Timing:

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1025/192

Production:

1025/192

1025/192

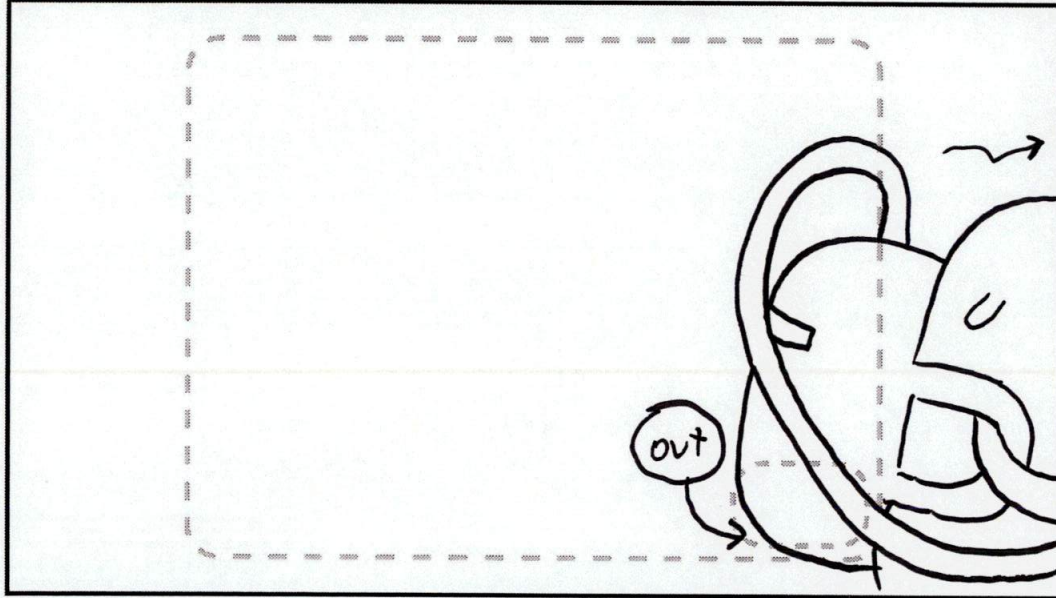
Ho cut

ADVENTURE TIME

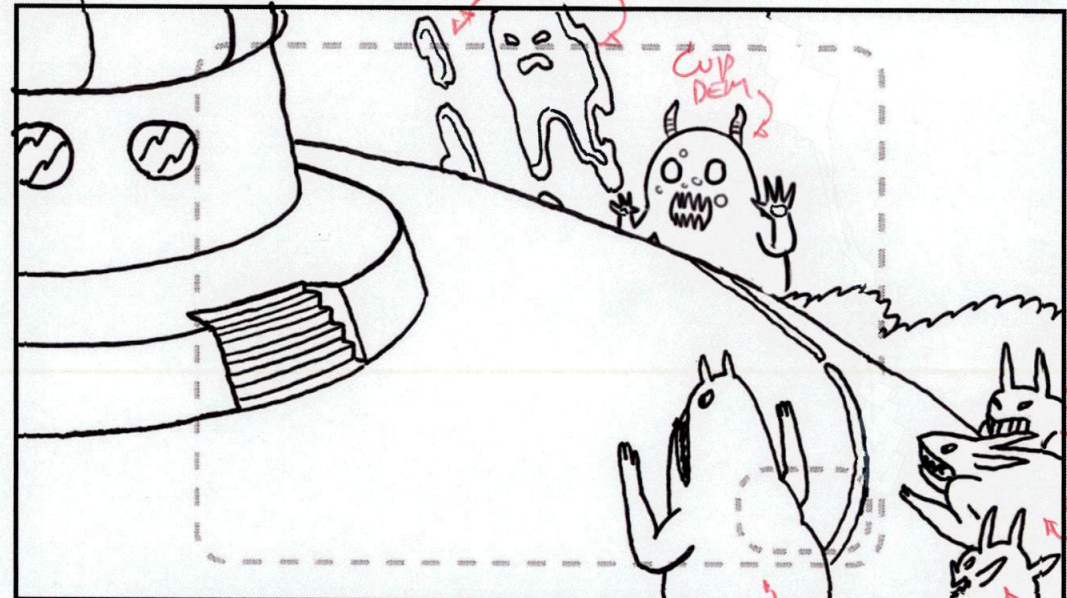


Page 206

Sc. 148 CONT Pnl. C Bg. day night



Sc. 149 Pnl. A Bg. day night



Dialog:

Demons [howling]
sfx / door slamming
 + foot steps

Action:

-JGR. RUNS OFF/S.

Timing:

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Production:

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1025/192

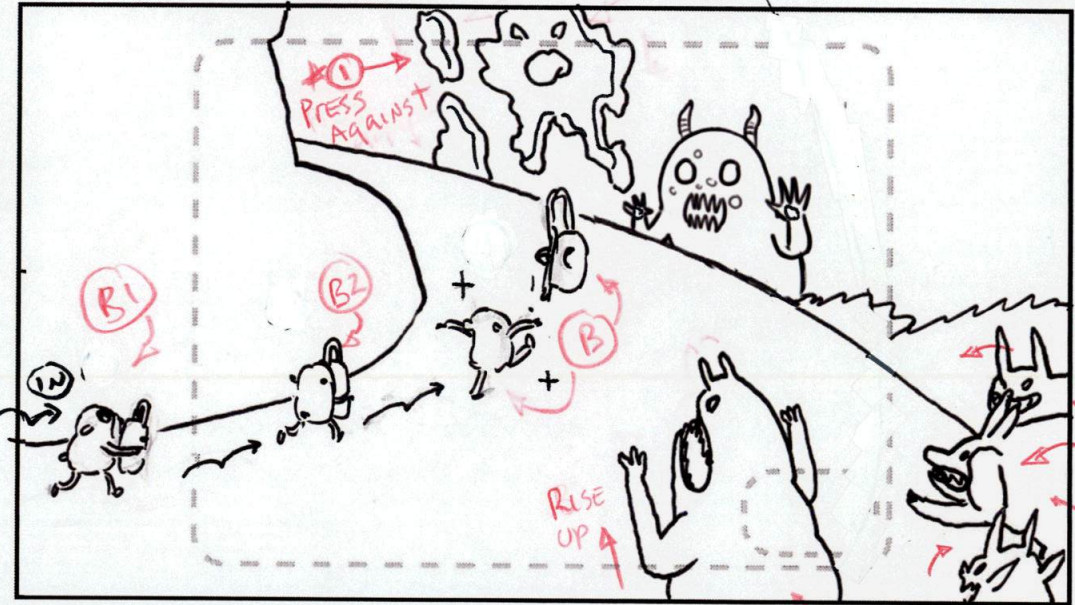
ADVENTURE TIME



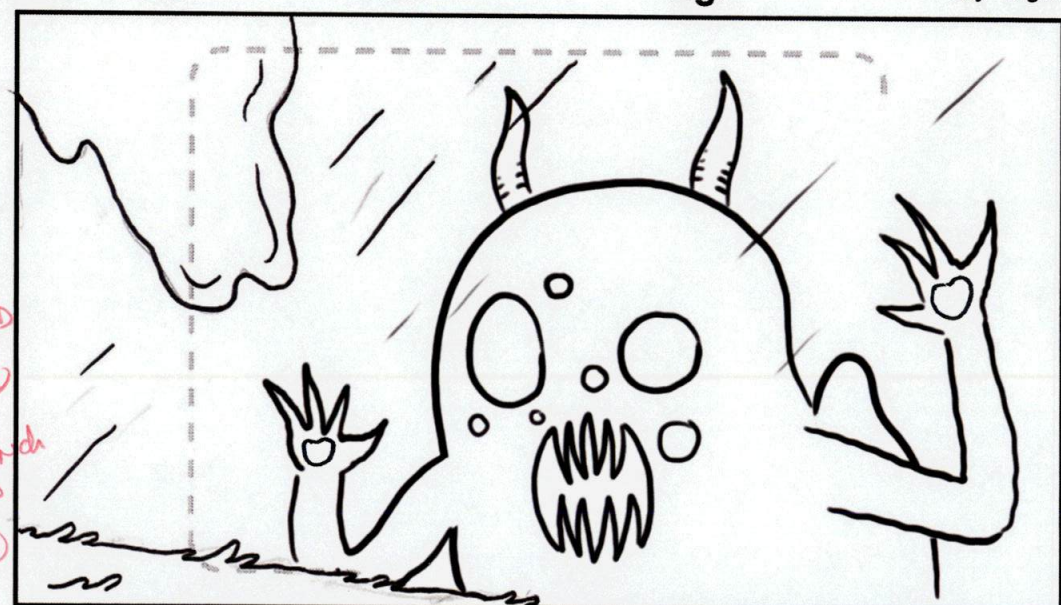
140 cut

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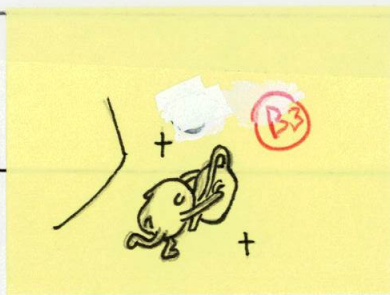
Sc. 149 CONT Pnl. B Bg. day night



Sc. 150 Pnl. A Bg. day night



Dialog:	Demons: Howling Cup DEMON "my Cup Jermaine"
Action:	- Jermaine puts vacuum
Timing:	



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Production:

1025/192

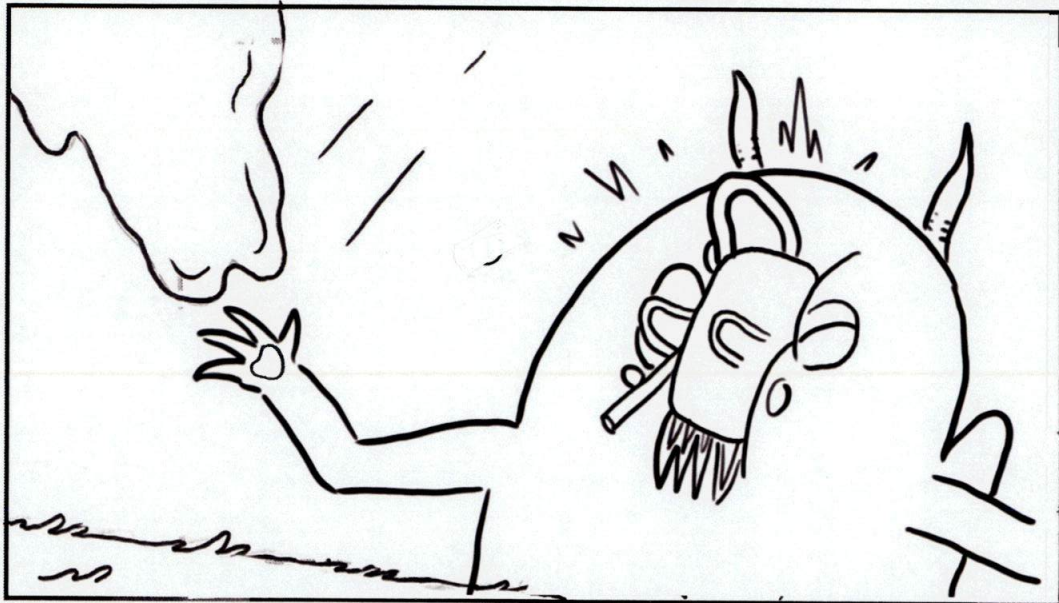
1025/192

ADVENTURE TIME

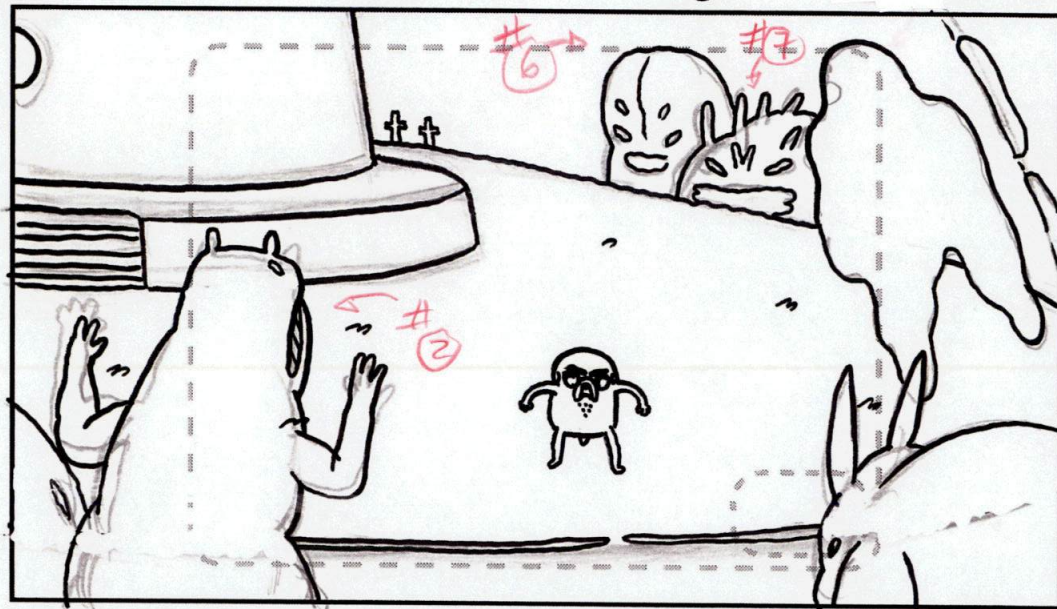


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Sc. 150 CONT Pnl. B Bg. day night



Sc. 151 Pnl. A Bg. day night



Dialog:

cup Demon / 'OOomph'

Demon [Walla] You're a pain Jermaine!
just wait dumb dumb!

Action:

-VACUUM HITS CD IN THE FACE.

Timing:



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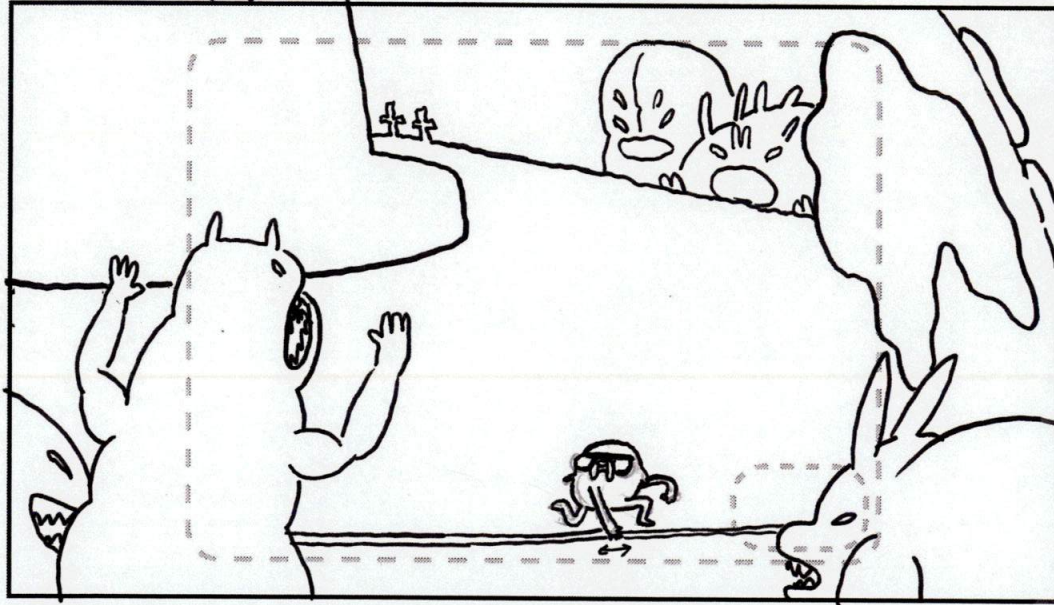
Production:

1025/192

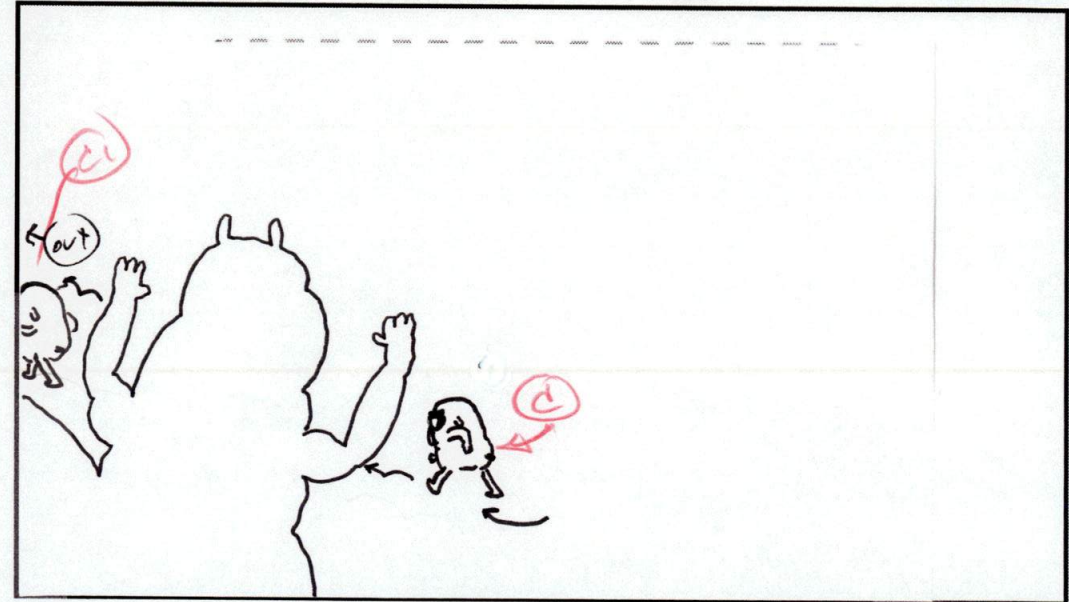
ADVENTURE TIME



Sc. 151 *CONT* Pnl. B Bg. day night



Sc. 151 *CONT* Pnl. C Bg. day night



Dialog:
DEMONS: (Walla/ Jermaine the pain →
(repeat)

Action: Jermaine smudges over the salt barrier — Jermaine walks d/s

Timing:

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Production:

1025/192

Cut

ADVENTURE TIME



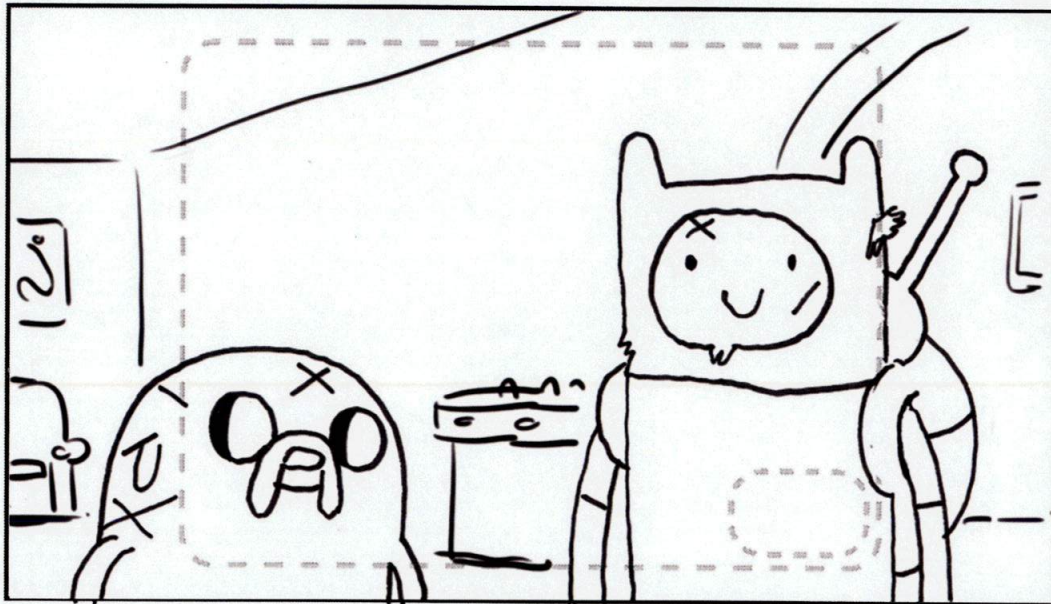
Page 210

Sc. 152

Pnl. A

Bg.

day night

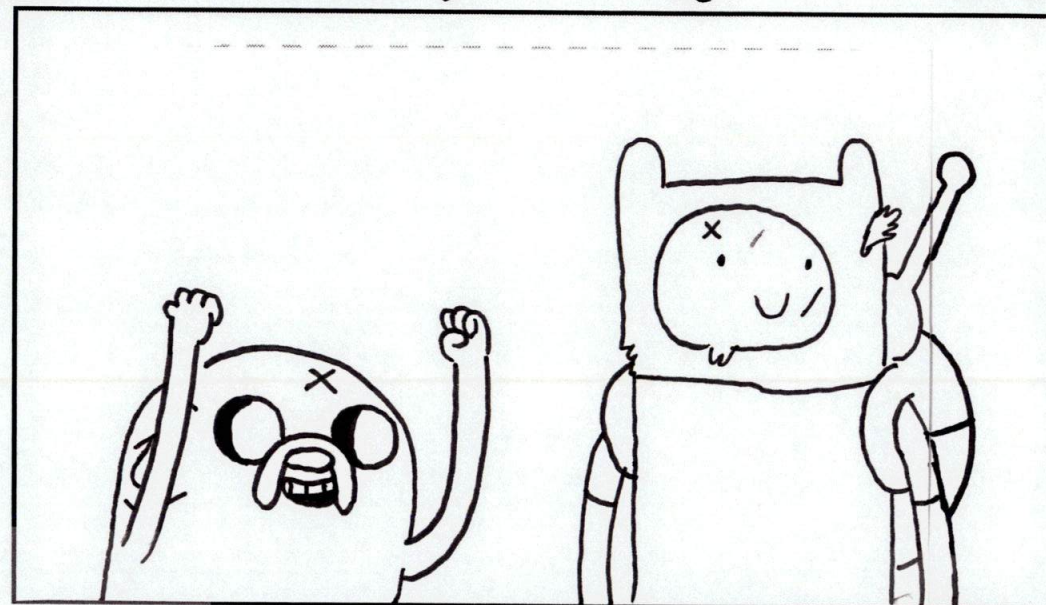


Sc. 152 CONT

Pnl. B

Bg.

day night



Dialog:

SFX: (door open and slam)

Jake/ Awesome dude, we won!

SFX: (stomp stomp stomp)

Action:

Timing:

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1025/192

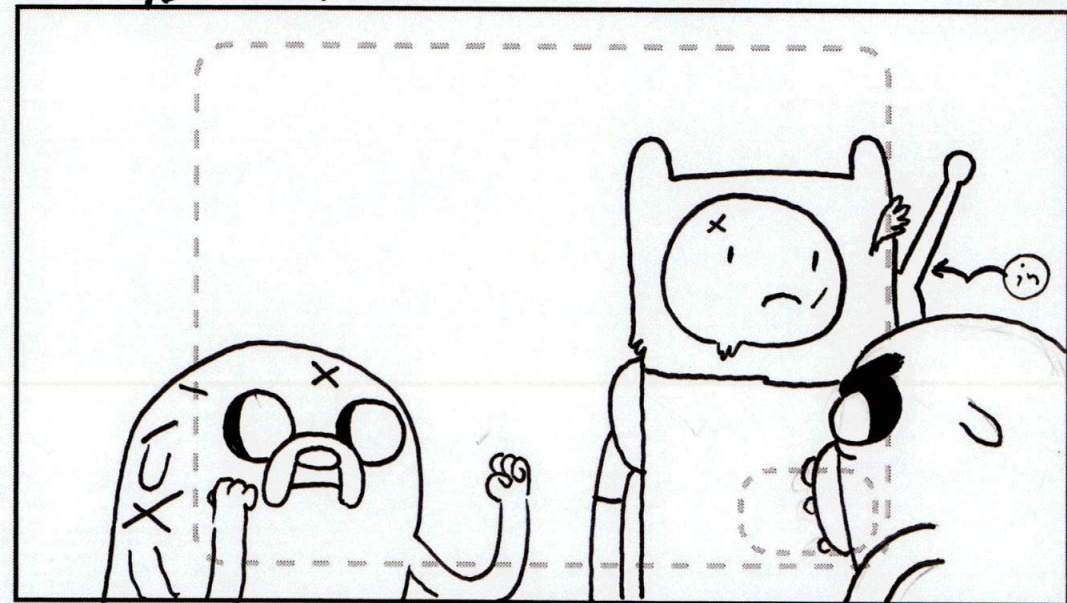
1025/192

1025/192

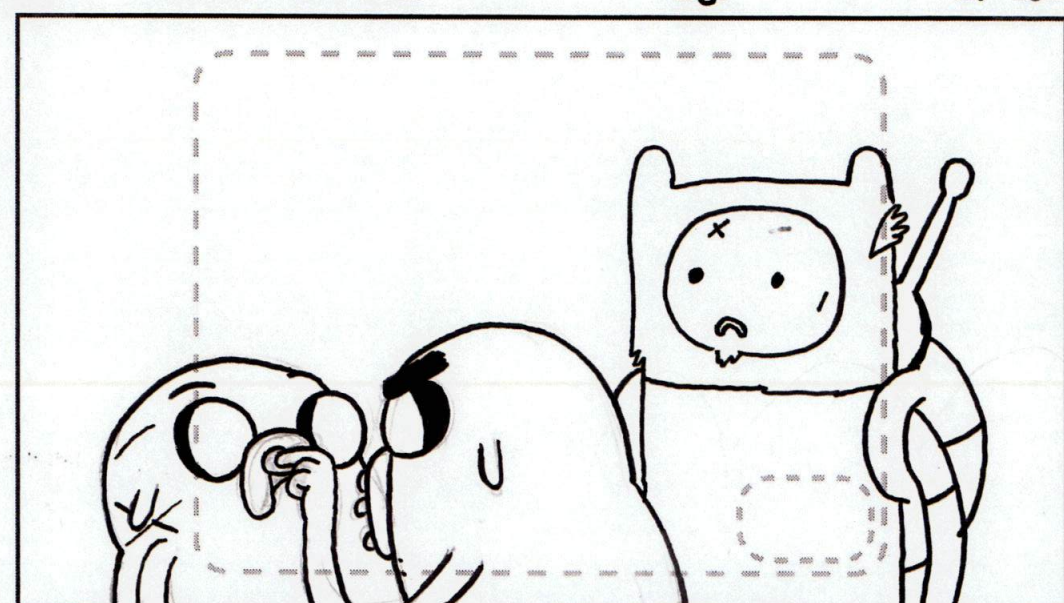
ADVENTURE TIME



Sc. 152 CONT Pnl. C Bg. day night



Sc. 152 CONT Pnl. D Bg. day night



Dialog: Jermaine / I didn't win!

Action: JERMAINE STOMPS ON/5.

Timing:

Jermaine! When do I win??

-JER POKES J IN THE NOSE

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He Cut

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Production:

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1025/192

1025/192

Hu
Cut

ADVENTURE TIME

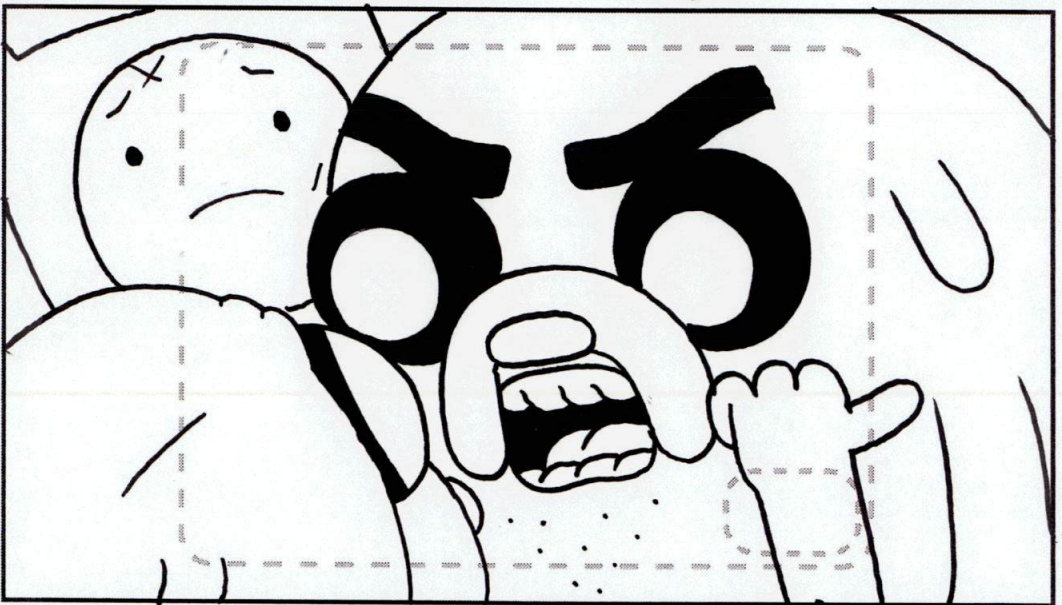


Hu
Cut

Sc. 153 Pnl. A Bg. day night



Sc. 153 cont Pnl. B Bg. day night



Dialog:	<i>Jermaine / special guys 1 and 2 win every day!!</i>	<i>Jermaine / Crackin' jokes, readin' foodie mags in your treetown funhouse!</i>
Action:	(A)	
Timing:	(+)	

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Production:

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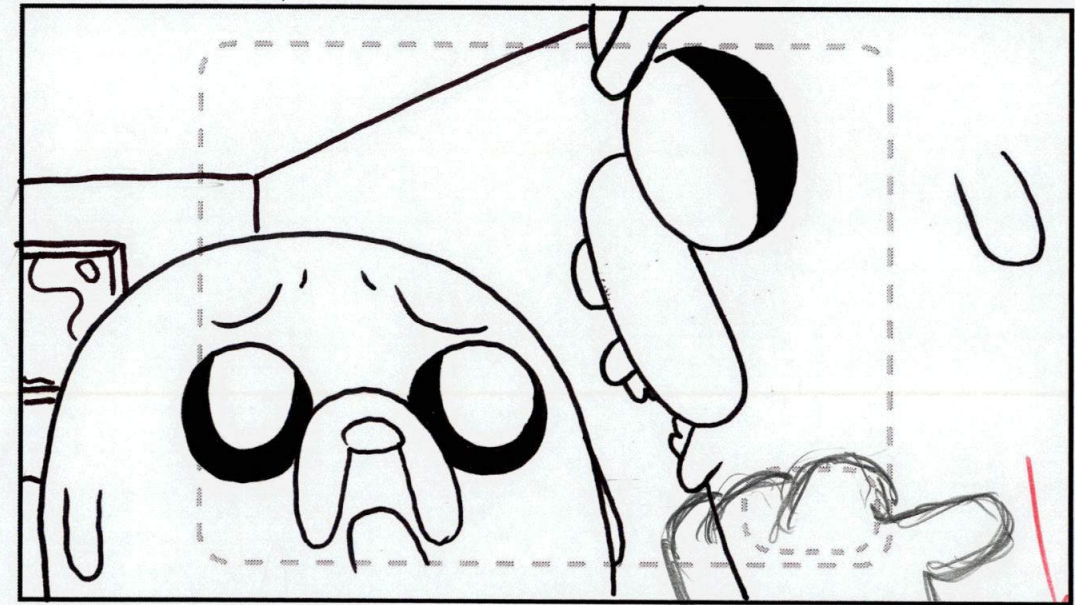
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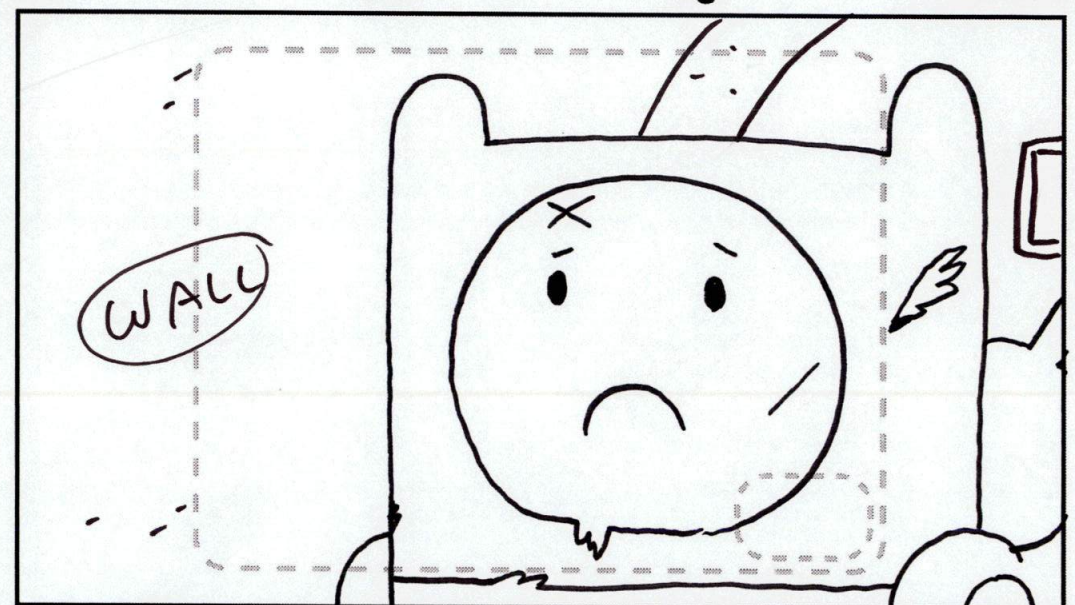


Cut

Sc. 154 Pnl. A Bg. day night



Sc. 155 Pnl. A Bg. day night



Page 213
21DA NEXT
day night

Cut

Dialog:	Jermaine / Must be nice to be so special -	Jermaine / - you can go off and find your own fancy ways!
Action:		
Timing:		

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Production:

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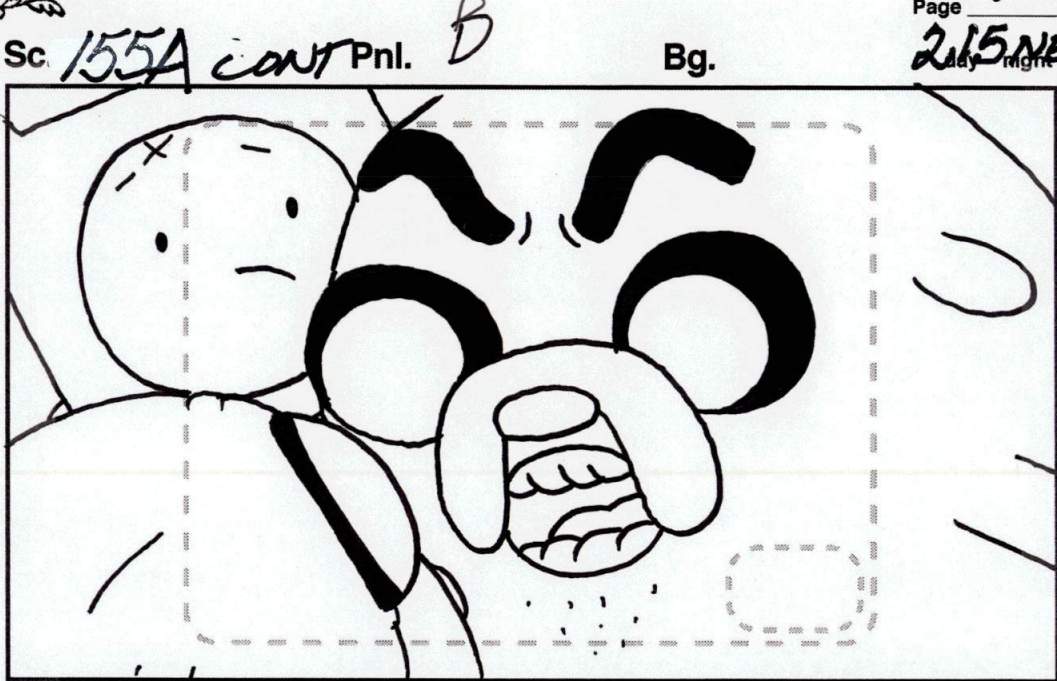
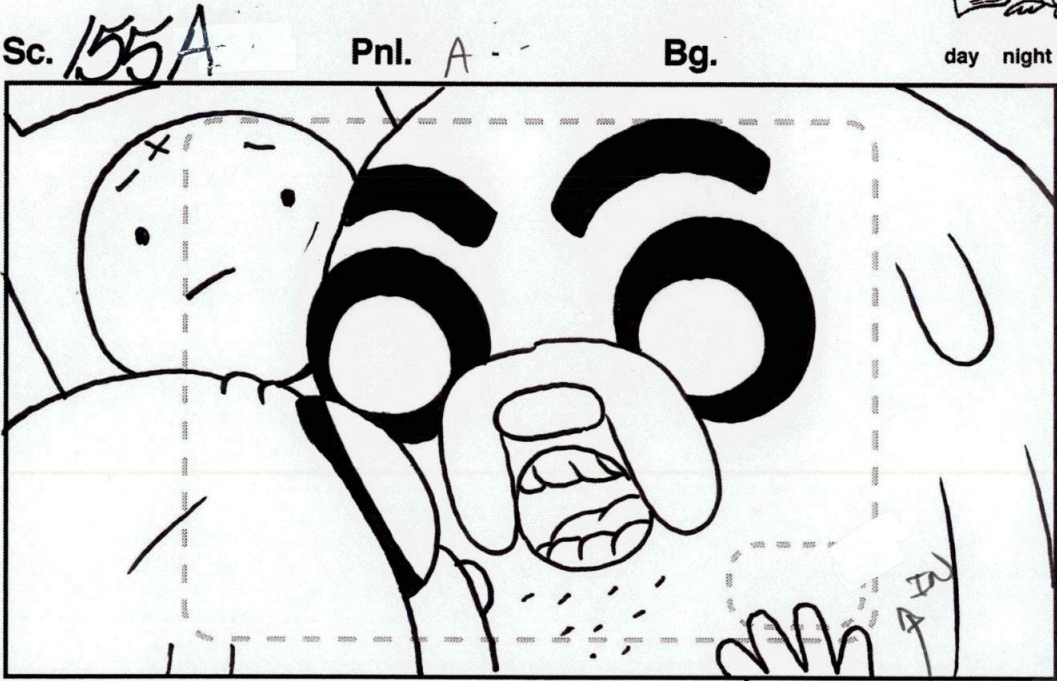
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Ho
Cut

ADVENTURE TIME



Page 23A
215 NEXT



Dialog: Jermaine / meanwhile I gotta stay here
and watch dad's trashy booty

Jermaine / 'cavse I never stretched
into the sky and farted on
the wing of a falcon I guess!

Action:

Timing:



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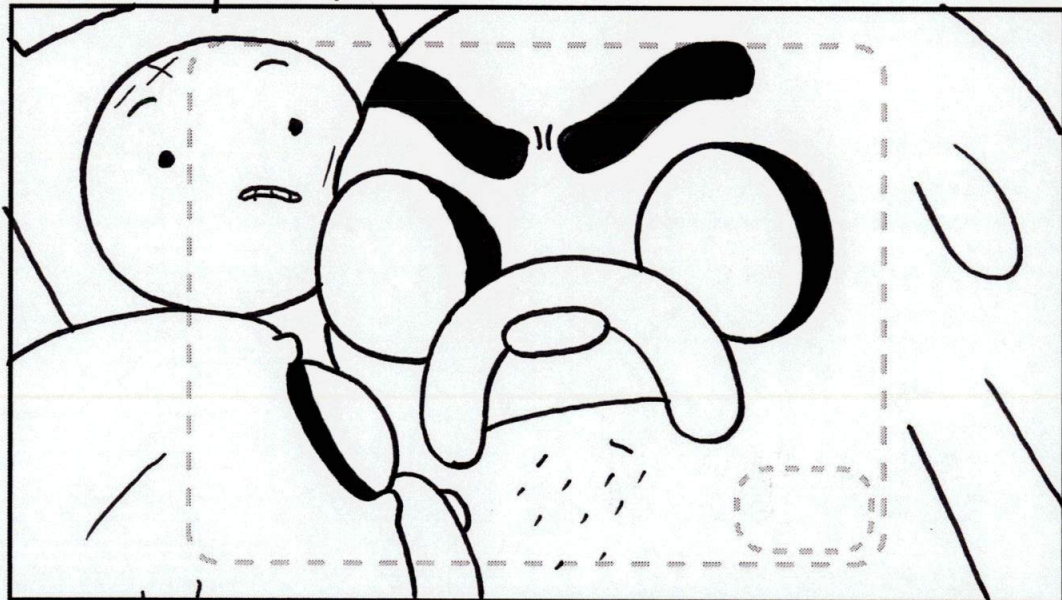
Production:

ADVENTURE TIME

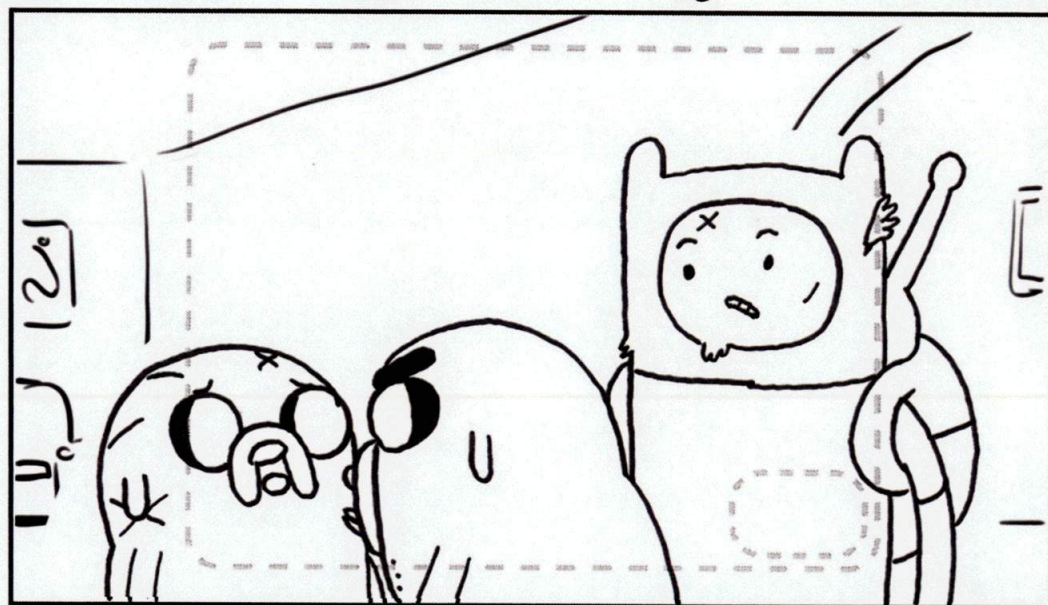


Page 215

Sc. 155A cont Pnl. 'C Bg. day night



Sc. 156 Pnl. A Bg. day night



Dialog:

(beat)

Take 10 dude, 2 Jermaine I never farted
on the wing of a falcon

Action:

Timing:



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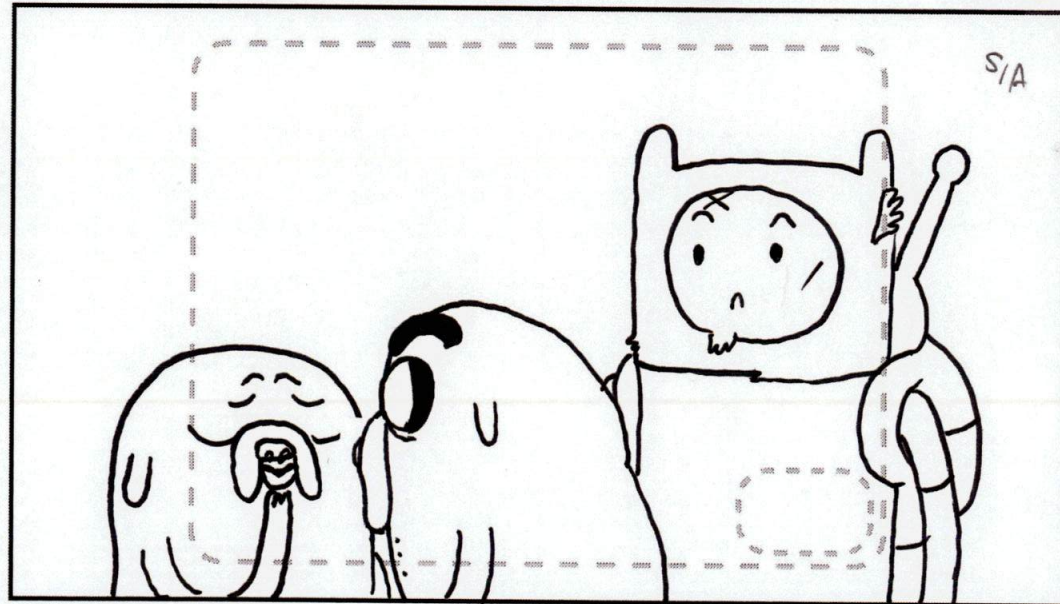
1025/192

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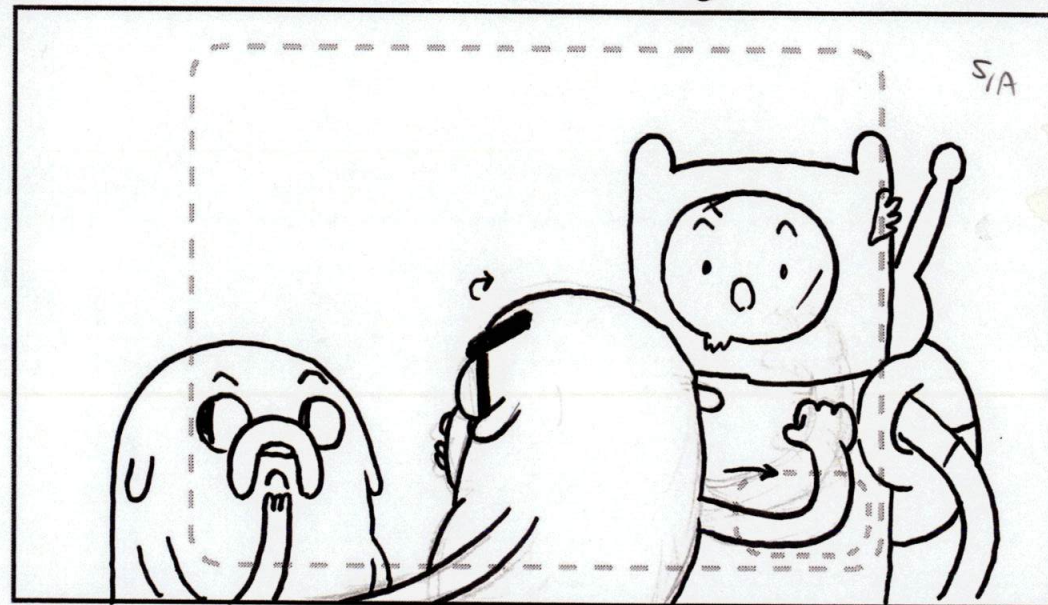
ADVENTURE TIME



Sc. 156 *CONT* Pnl. *B* Bg. day night



Sc. 156 *CONT* Pnl. *C* Bg. day night



Dialog:

Jake / = SNORT =

Action:

-JERMAINE COCKS FIST.

Timing:

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Production:

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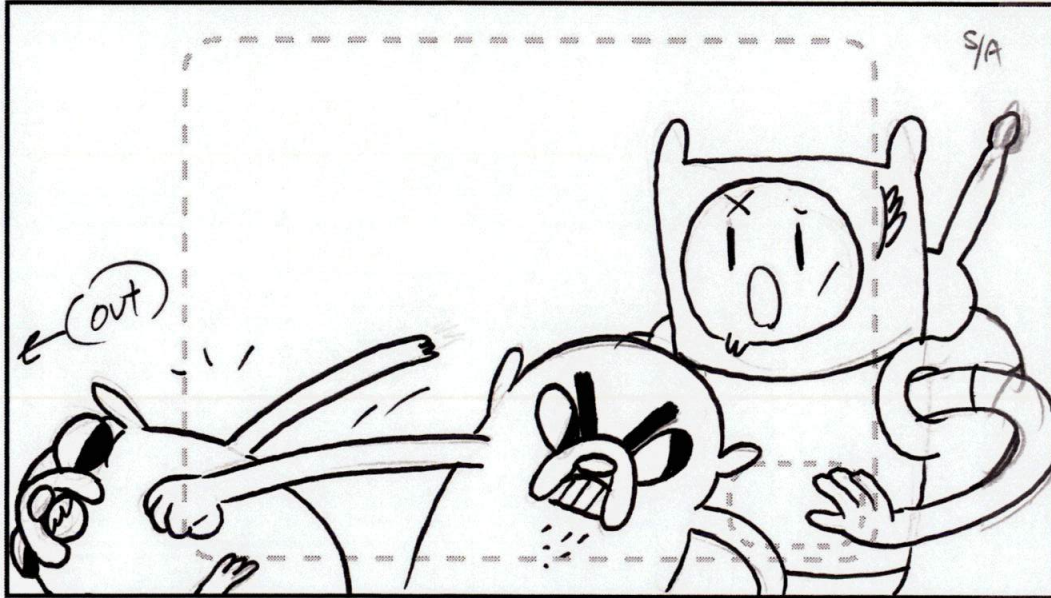
1025/192

1025/192

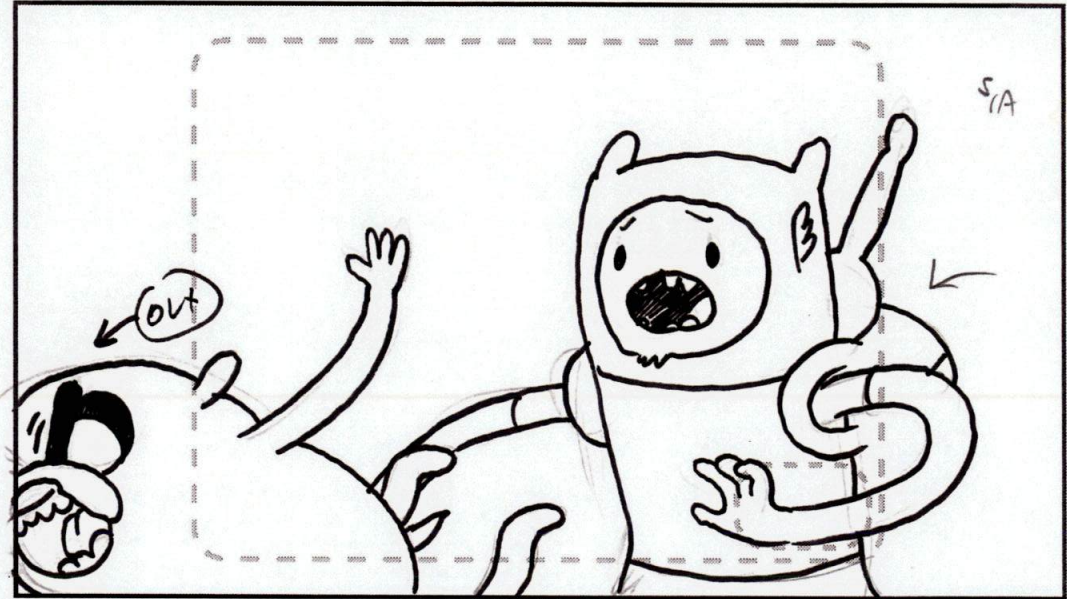
ADVENTURE TIME



Sc. 156 **CONT** Pnl. D Bg. day night



Sc. 156 **CONT** Pnl. E Bg. day night



Dialog:

SFX: = PUNCH =
J: [IMPACT]

Antic DI

Jermaine/ RAA!!

Action:

JER PUNCHES J. OFF/S.



JER LUNGES OFF/S.

AUG 18 '99

Timing:

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Production:

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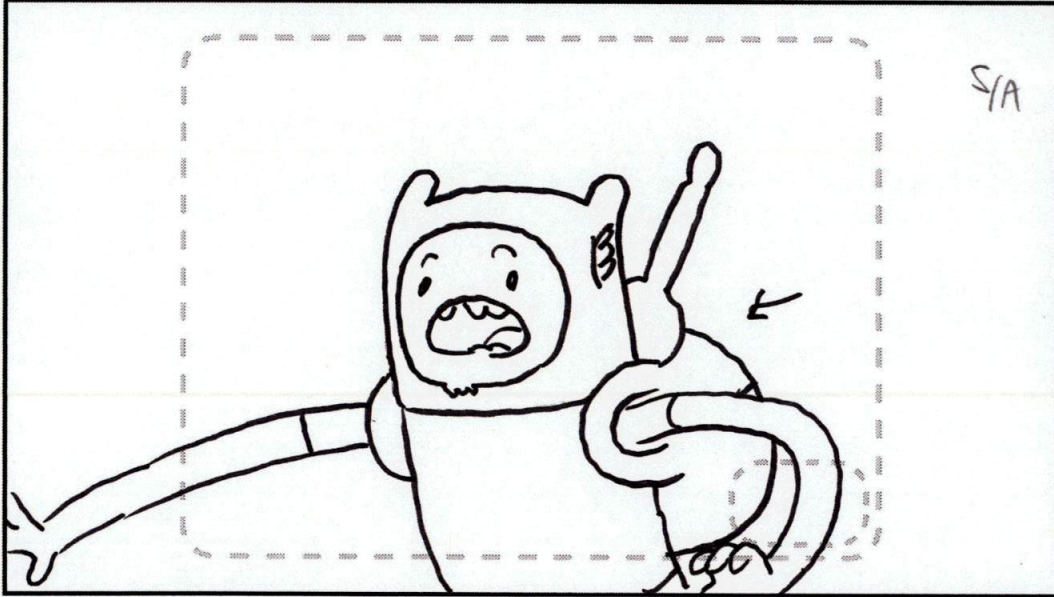
1025/192

ADVENTURE TIME

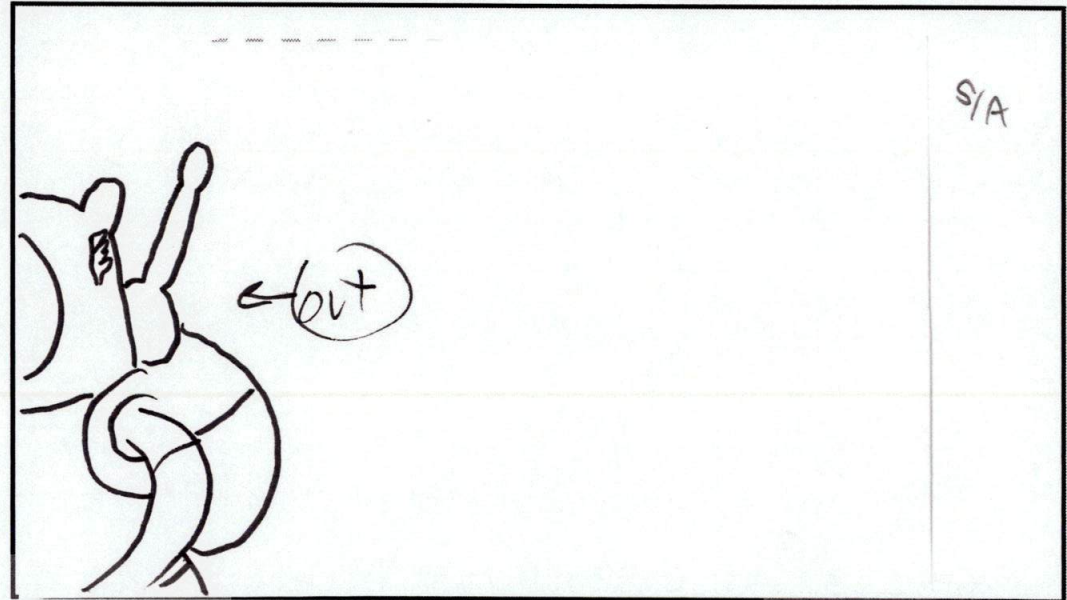


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Sc. 156 *CONT* Pnl. F Bg. day night



Sc. 156 *CONT* Pnl. G Bg. day night



Dialog:	<u>Finn!</u> BROS!
Action:	
Timing:	

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Cont

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ADVENTURE TIME



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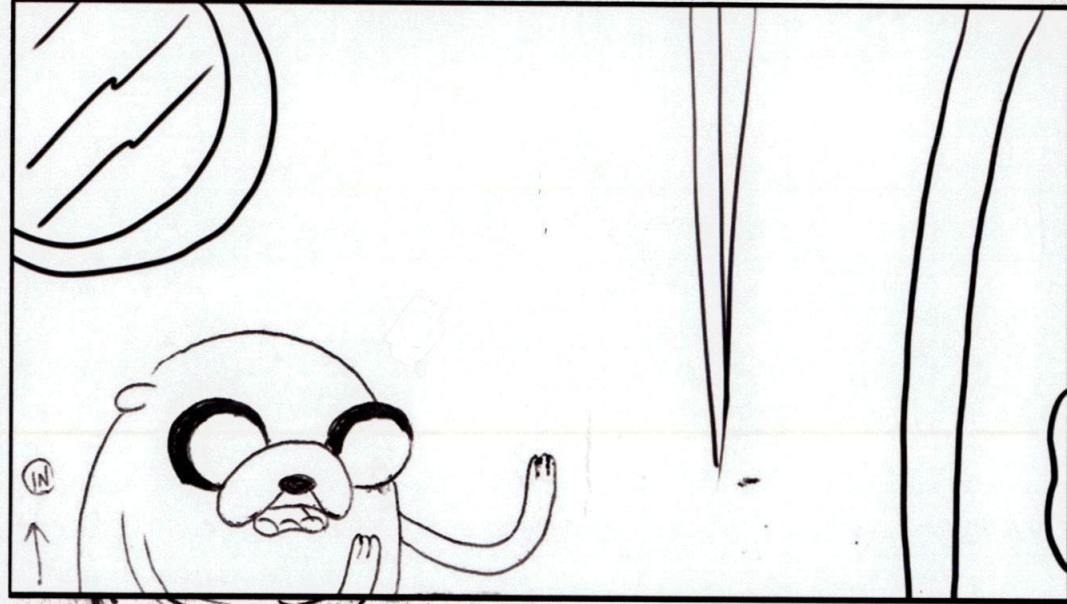
Sc.

157

Pnl. A

Bg.

day night



Sc.

157 cont

Pnl. B

Bg.

day night



Dialog:

J: CHILL, JERMAINE -

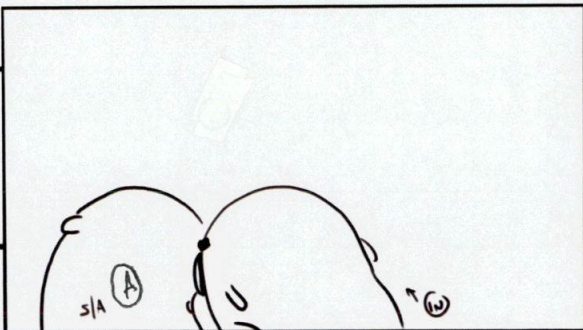
J: OOF!

Action:

-JAKE RISES ON/S

-JER PUNCHES JAKE

Timing:



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Production :

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ADVENTURE TIME



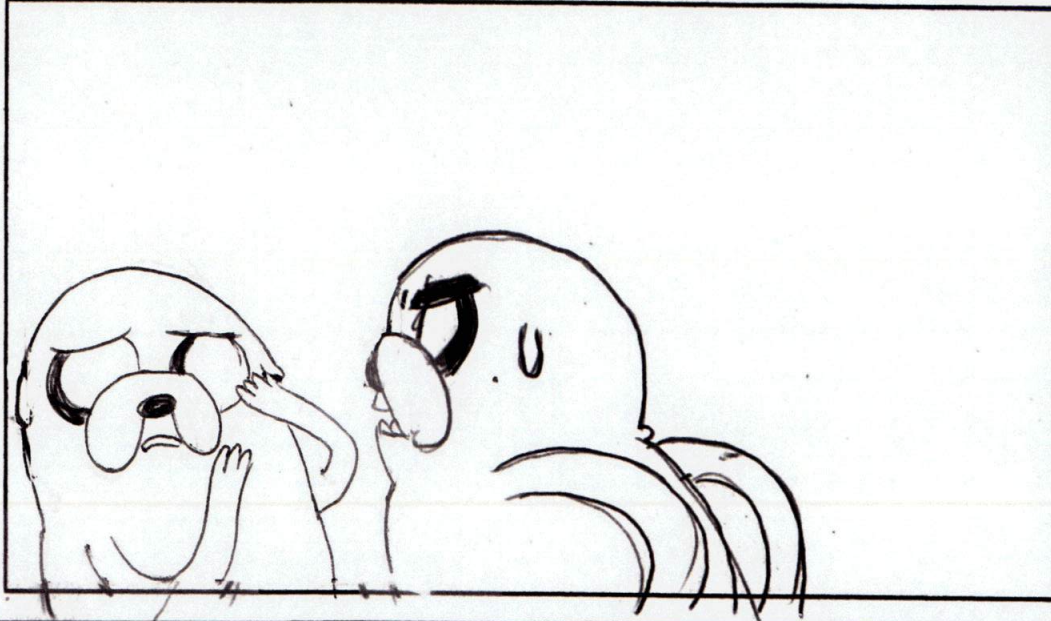
Page 220

Sc. 157 CONT Pnl. C

Bg.

day night

Hu
cut



Dialog:

Jer) THINK I DON'T WANT A
CUSHY TREEHOUSE LIFE !?

Action:

Timing:

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Production :

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1025/192

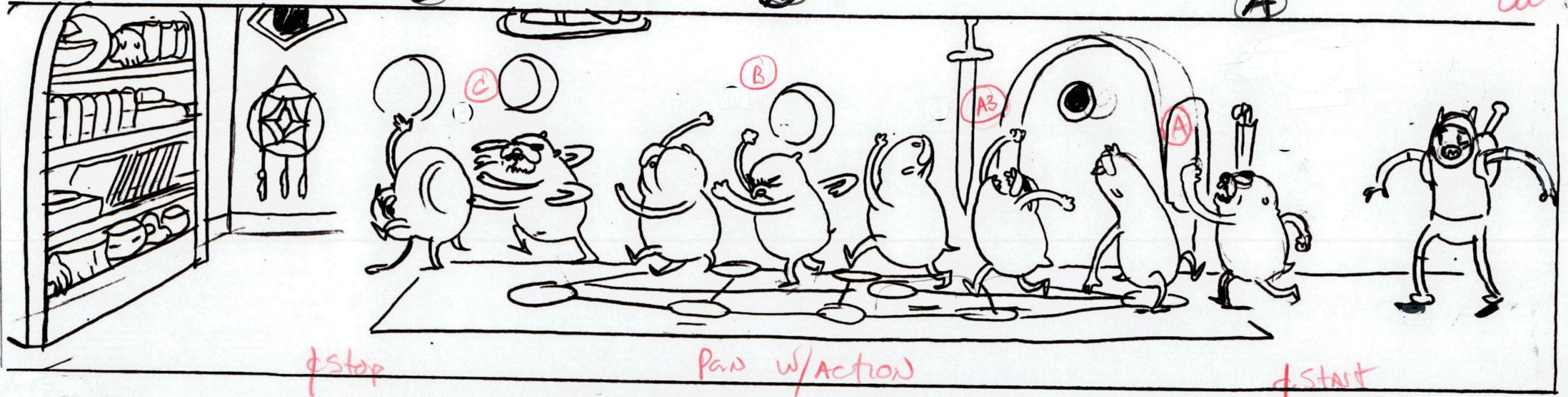
1025/192

Hu
cut

Sc 158

Pg 221

Hu
cut



1025/192

1025/192

Dialog:

Jer)- I don't even get salt! Jer)- SAAALLLLTT!!

JAKE [IMPACT GRUNTS]

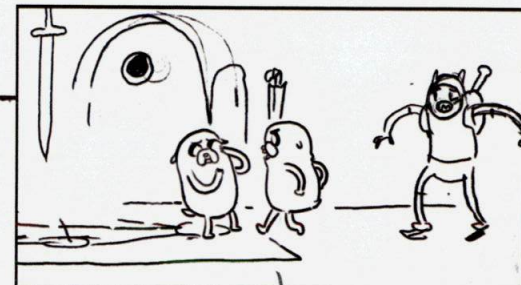
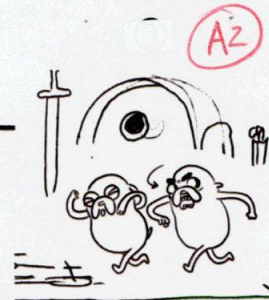
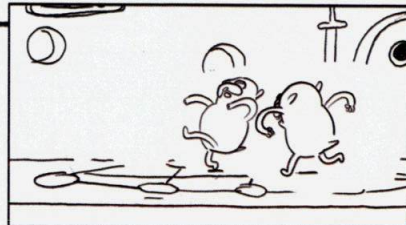
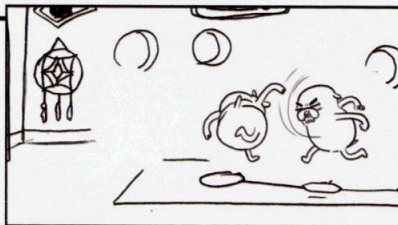
AUG 18 2014

Action:

- JER PUNCHES J. ACROSS ROOM
- PAN W/ ACTION

Timing:

(C1)



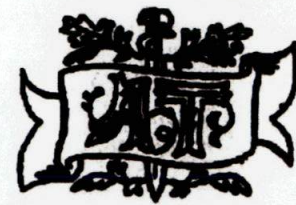
start

1025-192

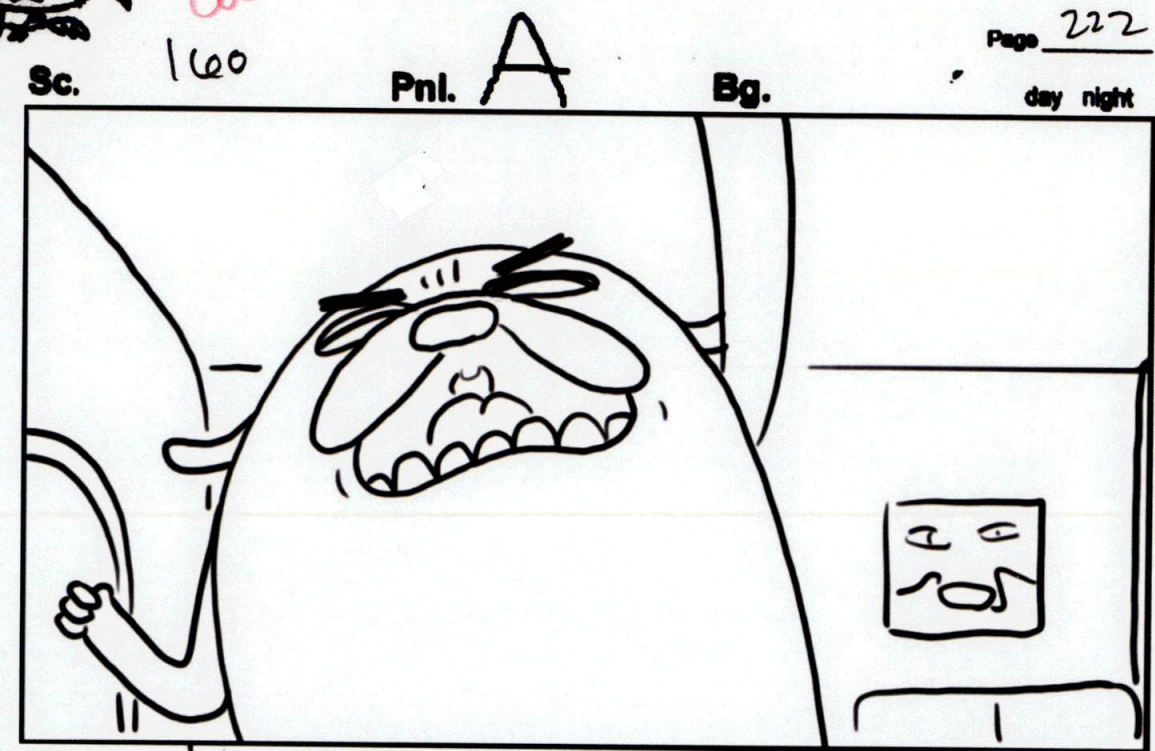
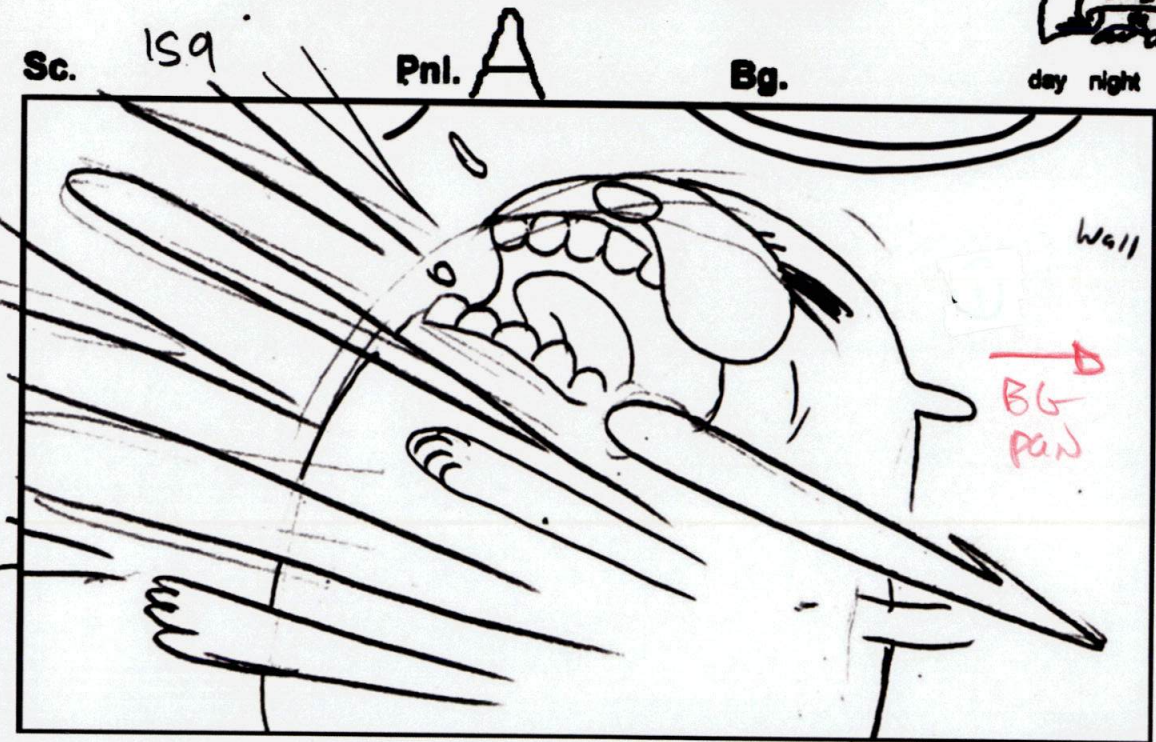
1025/192

Ho
Cut

ADVENTURE TIME

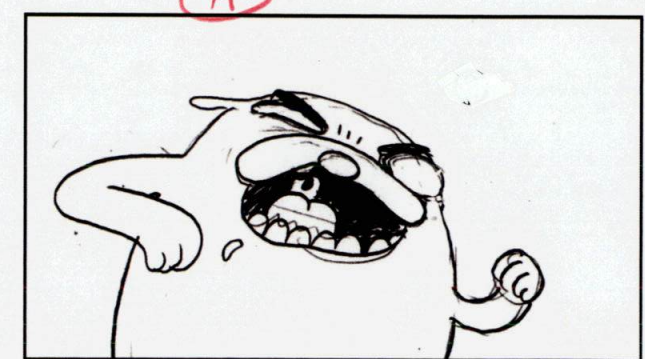


Ho
Cut



Jer: Bark! Bark! Bark!

AUG 18 2014



EPISODE #

Production :

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ADVENTURE TIME



Sc. 160 CONT Pnl. B

Bg.

day night

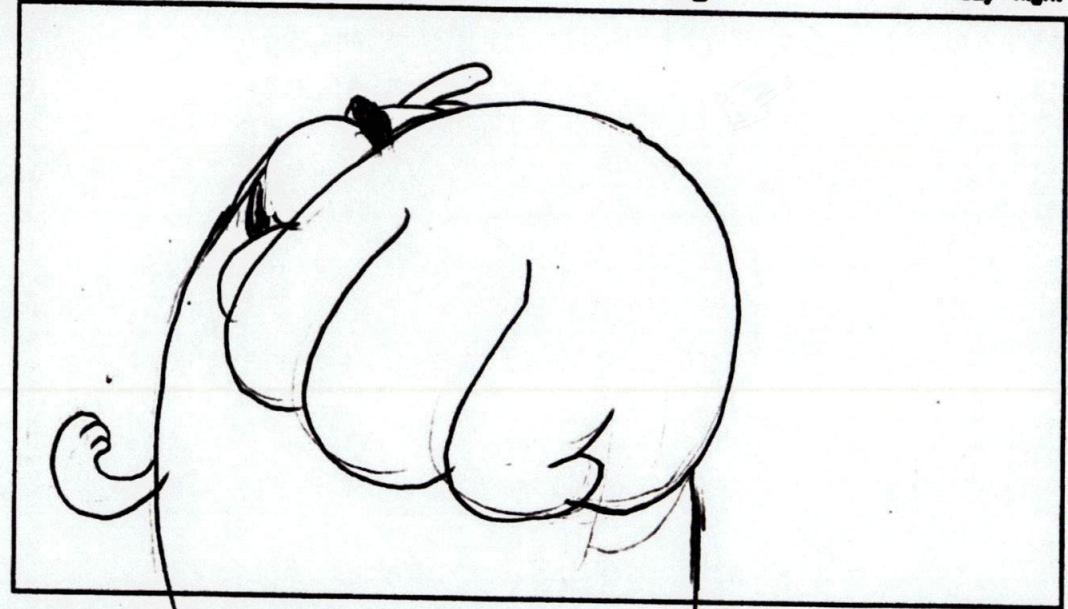


Sc. 160 CONT Pnl. C

Bg.

Page 223

day night



Dialog:

Action:

- JER SWINGS FIST AT CAM.

Timing:

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dk

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Production :

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Cont

ADVENTURE TIME



Page 224

Sc.

161

Pnl. A

Bg.

day night

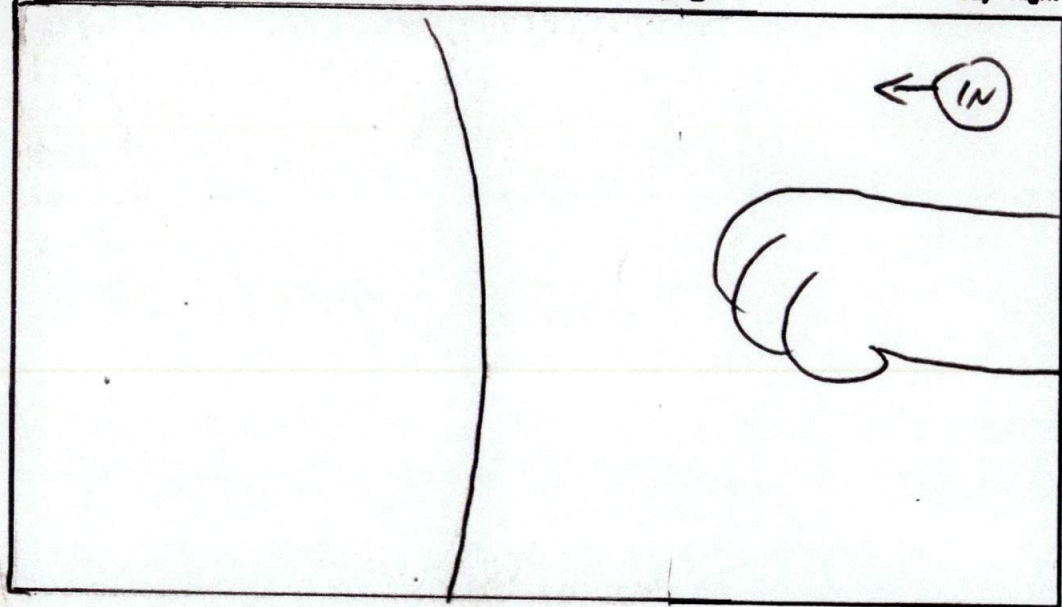


Sc.

161 CONT Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

-JGR'S FIST COMES ON/S

AUG 18 2014

EPISODE #

Production :

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1025/192

1025/192

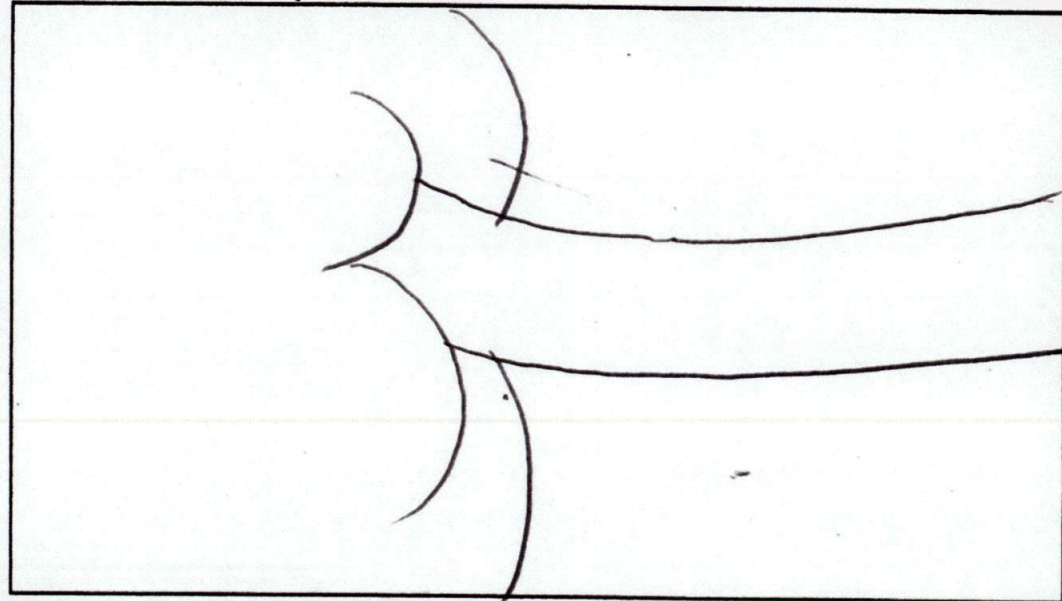
1025/192

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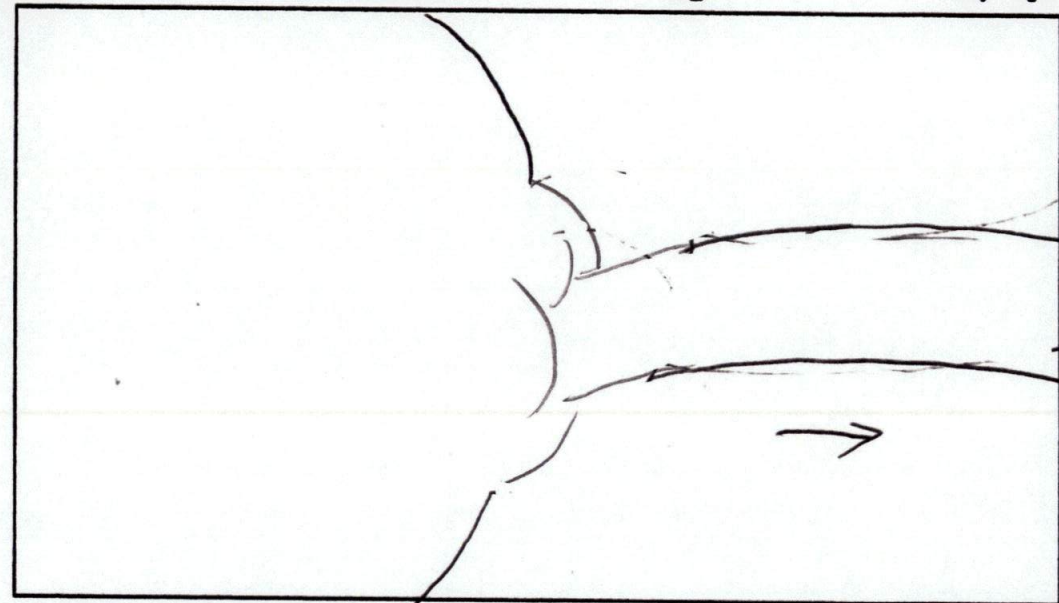
ADVENTURE TIME



Sc. 161 *cont* Pnl. C Bg. day night



Sc. 161 *cont* Pnl. D Bg. day night



Dialog:

SFX: * KP5HH! *

Action:

-JER'S HAND GETS STUCK.

AUG 18 2014

Timing:

EPISODE #

Production :

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1025/192

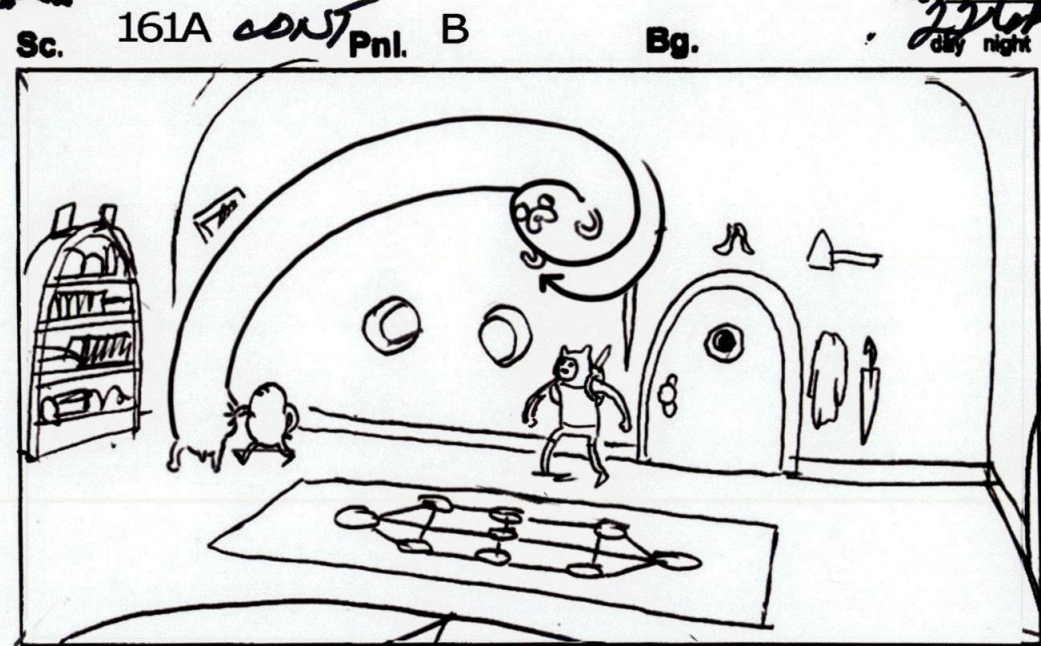
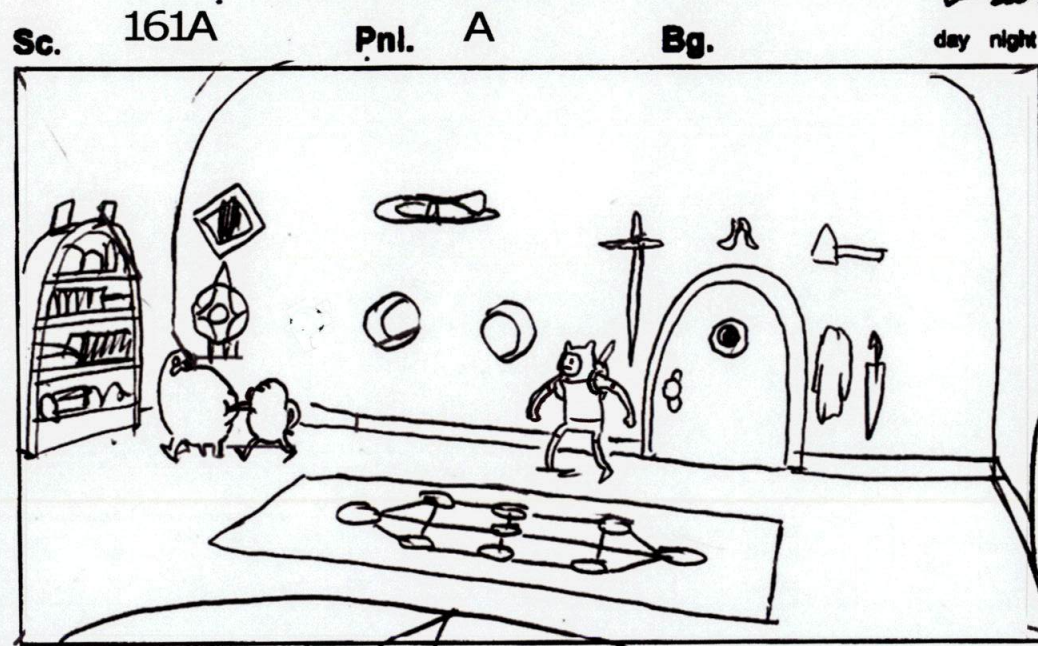
*Hu
Cut*

Ho
Cut

ADVENTURE TIME



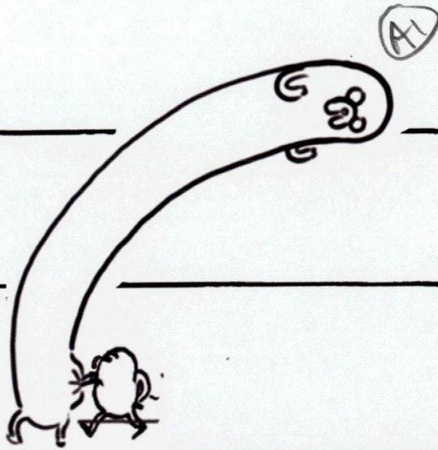
Page 226
161A NEXT
day night



Dialog:

Action:

Timing:



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EPISODE #

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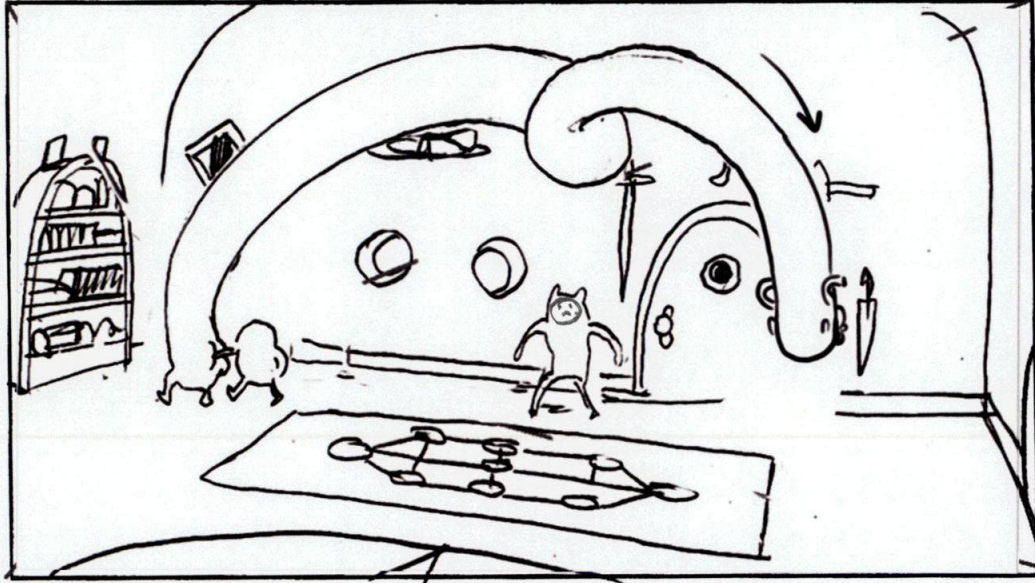
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ADVENTURE TIME

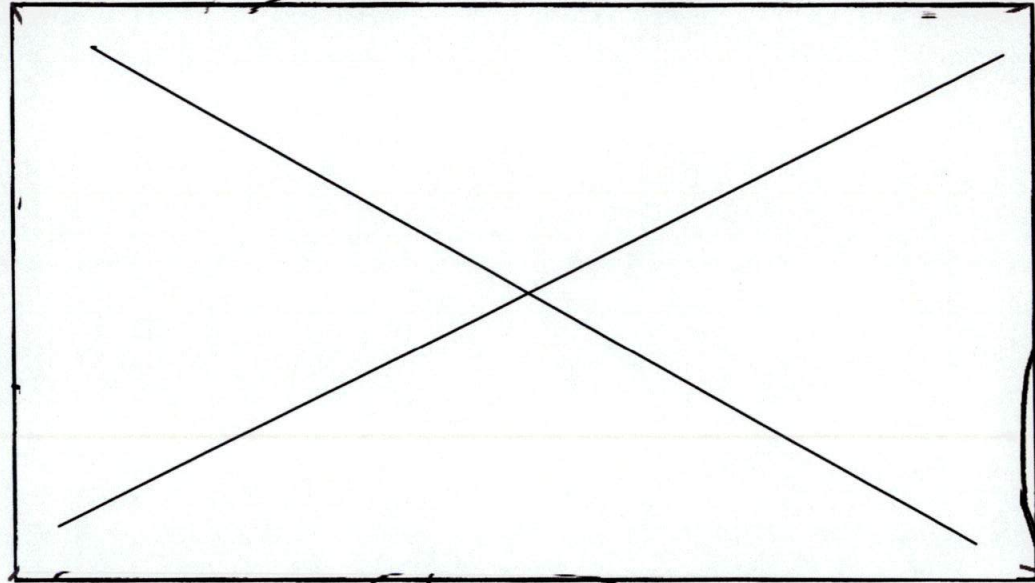


Page ²²⁶ A
~~227~~ NEXT

Sc. 161A *CONT* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

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EPISODE #

Production :

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1025/192

1025/192

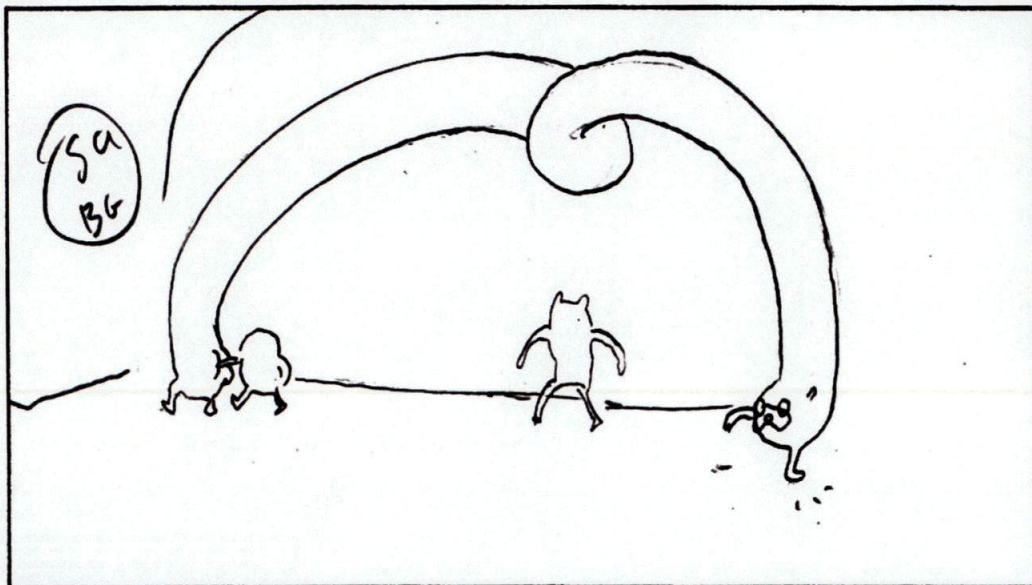
ADVENTURE TIME



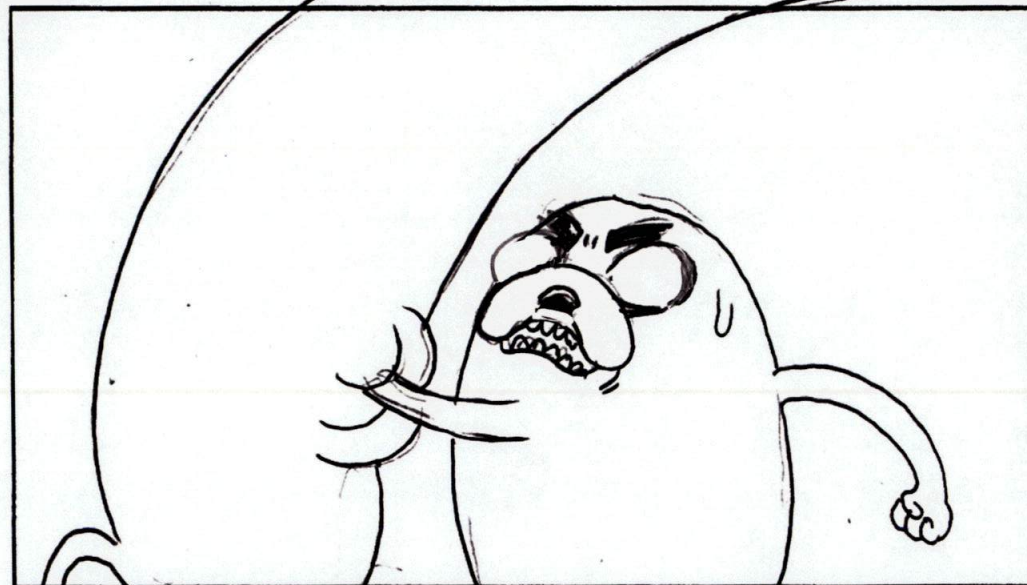
Hy Cut

Page 227

Sc. 161A *cont* Pnl. D Bg. day night



Sc. 162 Pnl. A Bg. day night



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Dialog:

Action:

- J. STRETCHES RIGHT.

Timing:



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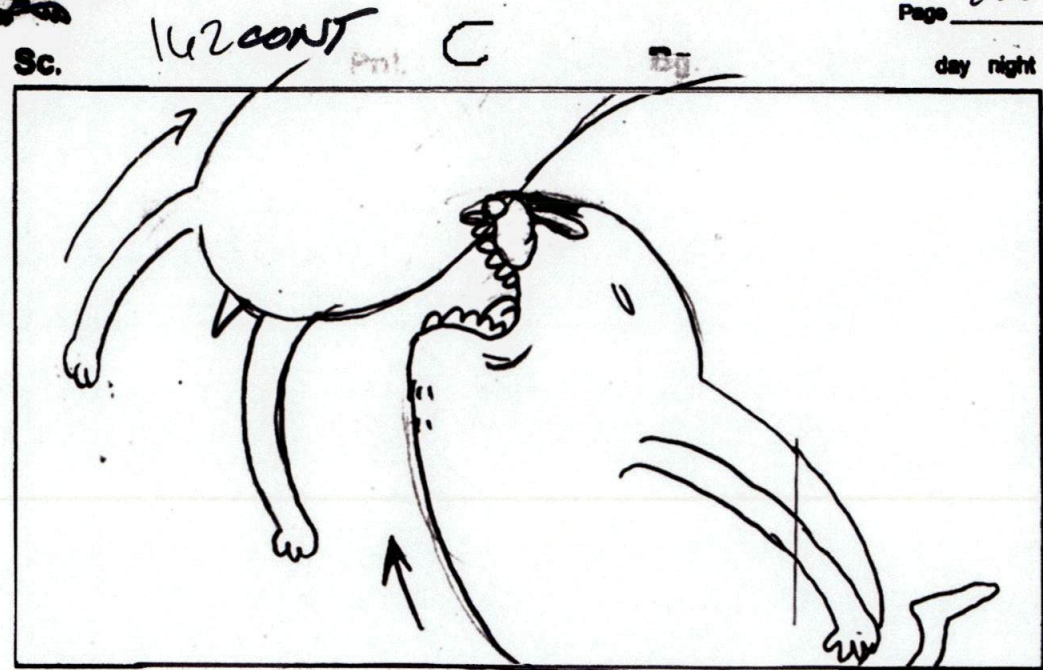
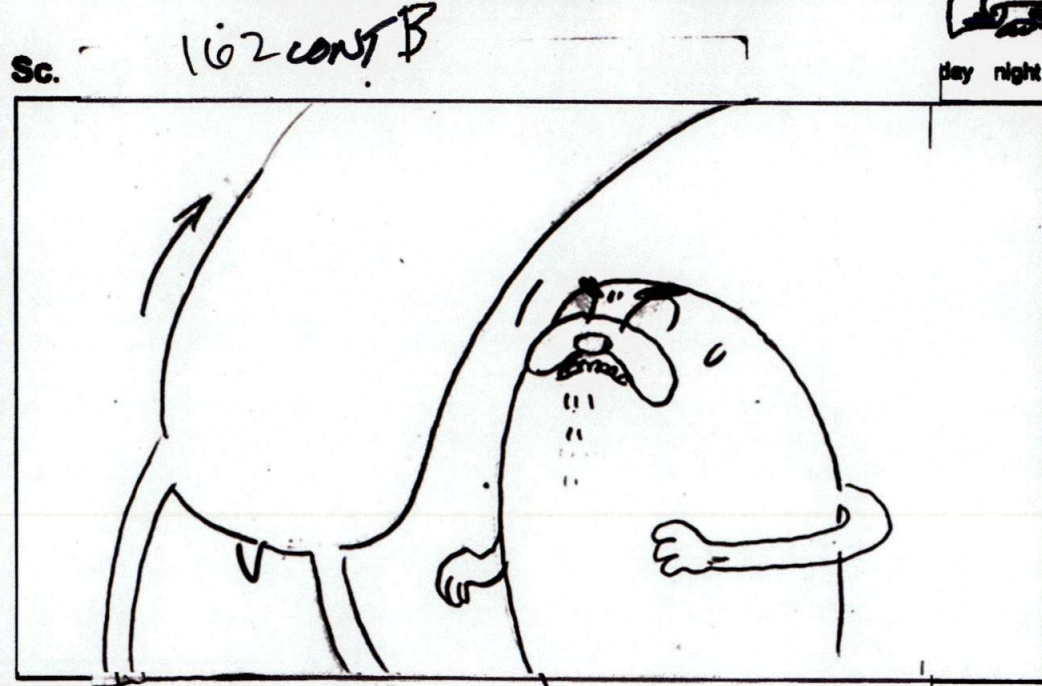
1025/192

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ADVENTURE TIME



Cont



Dialog:
Action: <u>- J. STRETCHES OFFS.</u>
Timing:
<u>- JER BITES AT J.</u>
<u>AUG 18 2014</u>

EPISODE #

Production :

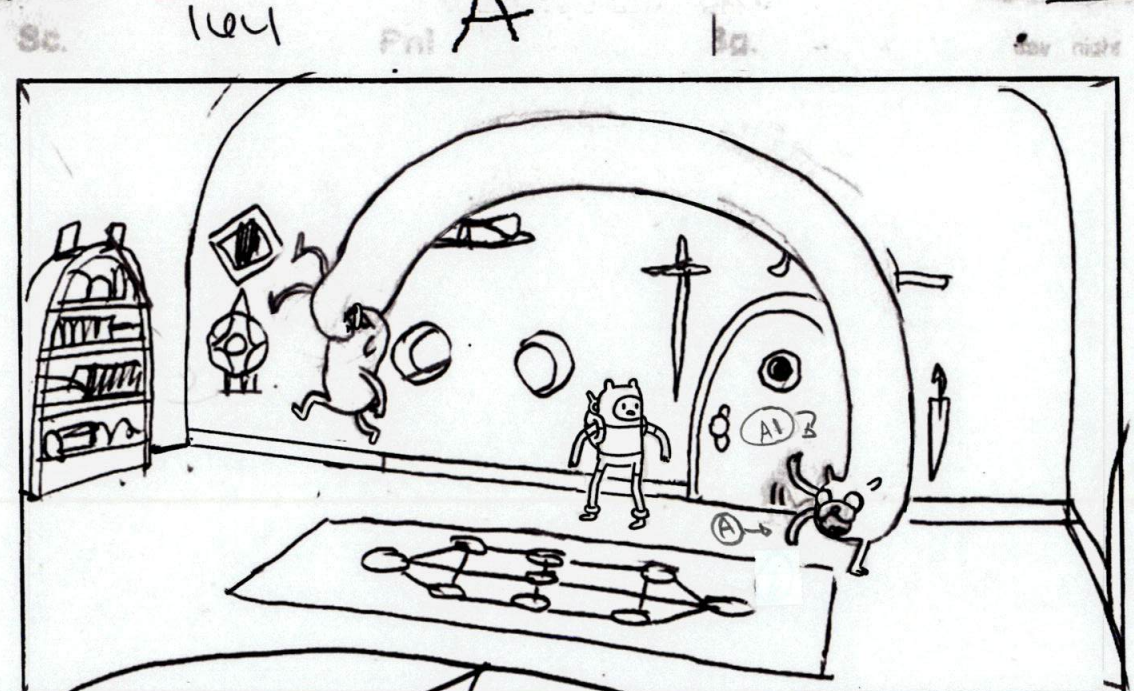
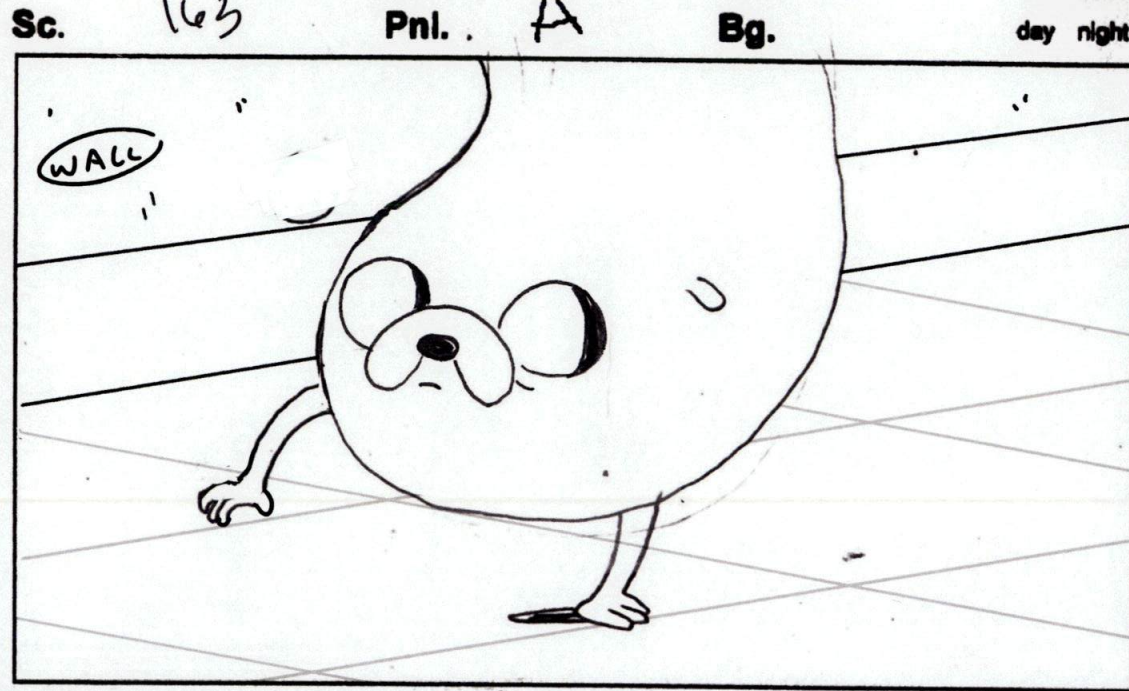
1025-192

1025/192

ADVENTURE TIME



Ho
ant



Ho
ant

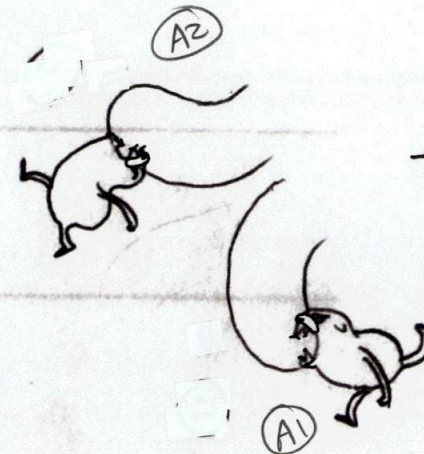
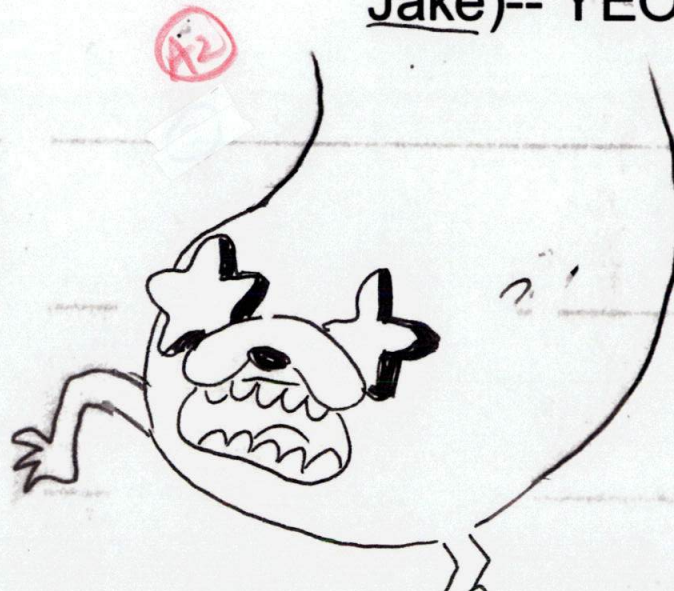
Dialog:

SFX: * CHOMP *

Action

Timing

Jake)-- YEOWCH!



-J. SHAKES
JER.

AUG 18 2014



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1025/192

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HW
cut

ADVENTURE TIME

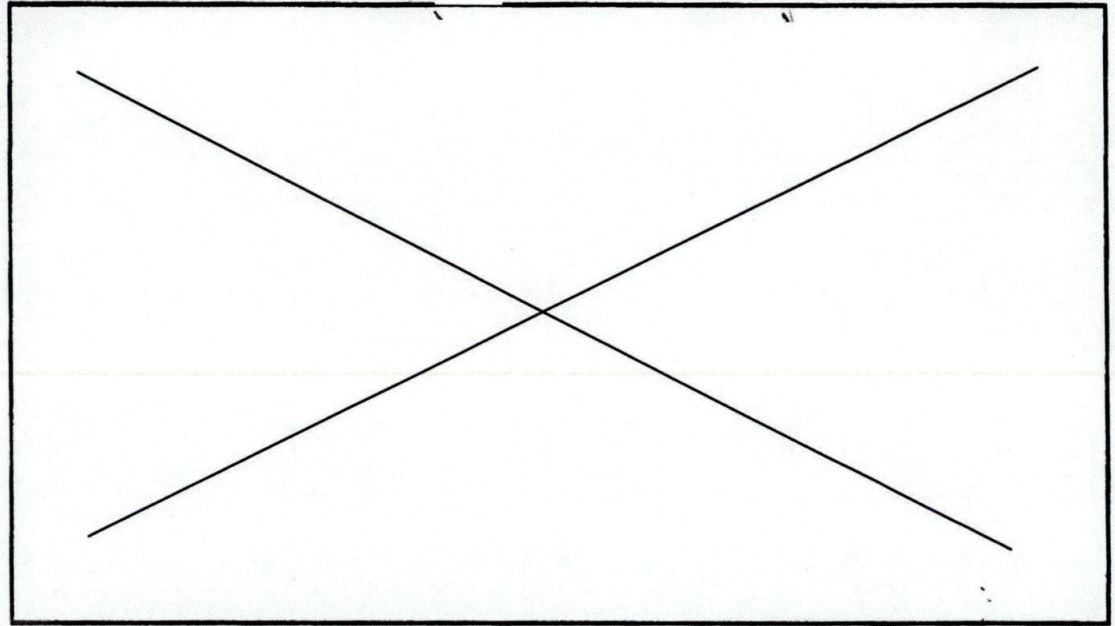


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Sc. 165 Pnl. A Bg. day night



Sc. Pnl. Bg. day night

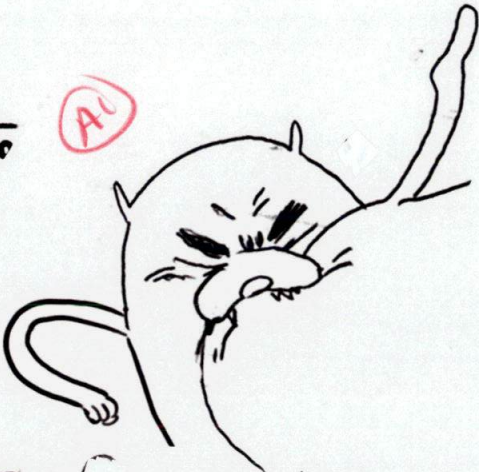


Dialog

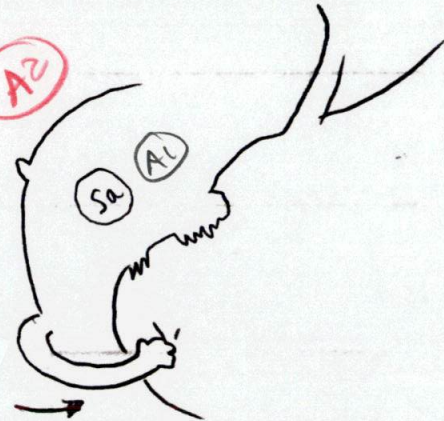
Jer: [Growling]

Action

AL



A2



JER. PUNCHES
AT JAKE

AUG 18 2014

EPISODE #

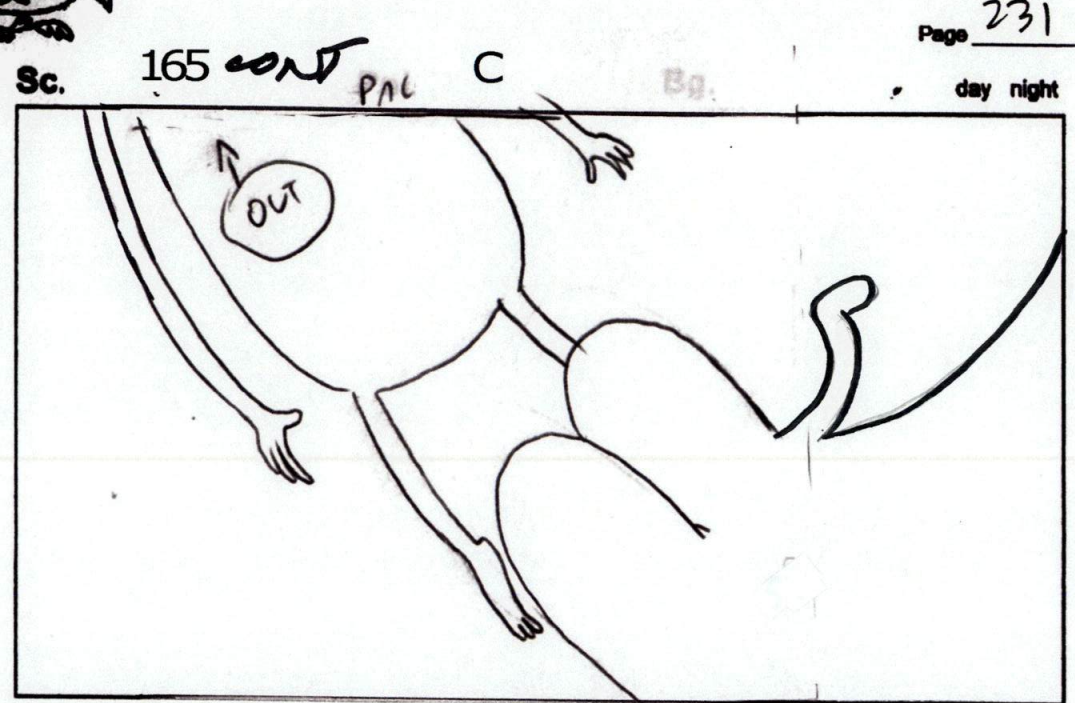
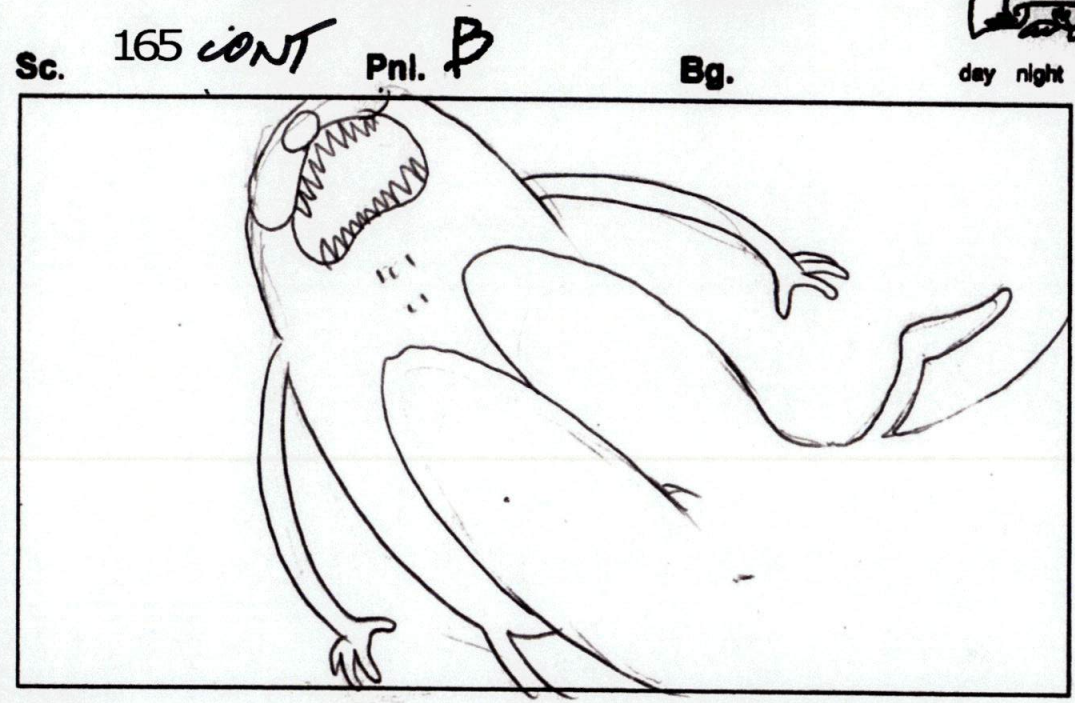
Production :

1025/192 1025-192

1025/192

1025/192

ADVENTURE TIME



Cut

Dialog:	
JER: UH!! SFX: *PUNCH*	
Action:	- J. PUNCHES JER W/ HIS BUT. - JER FLIES OFF/S
Timing:	AUG 18 2014

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ADVENTURE TIME



Page 232

Sc. 168

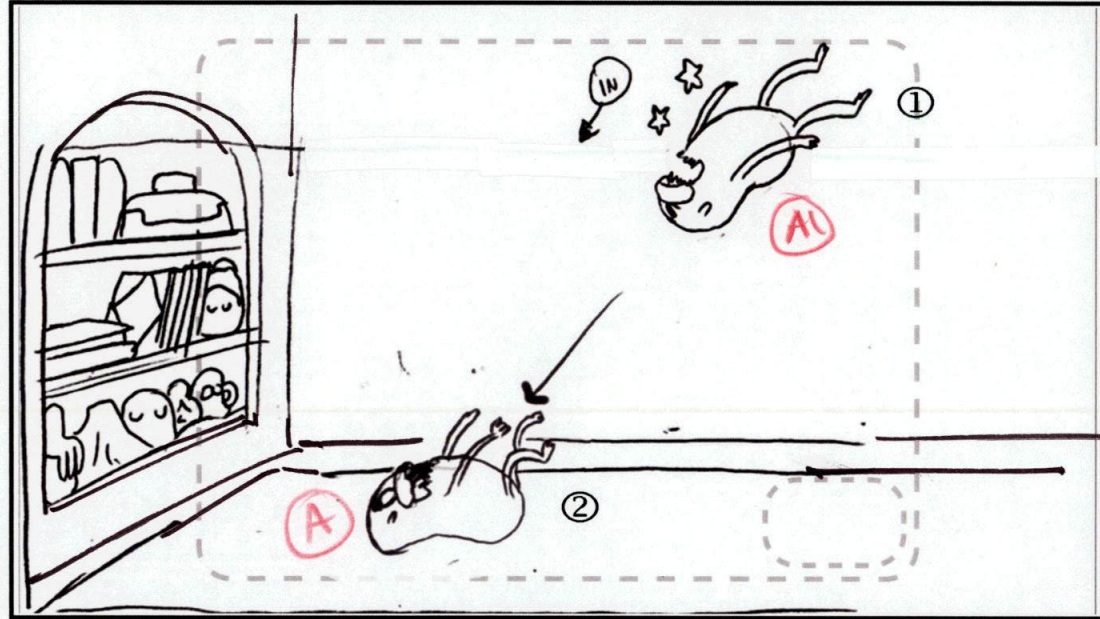
Pnl. A

Bg.

day night

Sc. 169

day night



Ho Cut

Dialog:

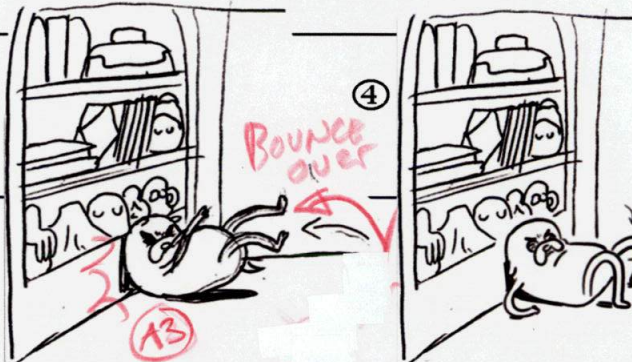
Jer. [impact]

Squash Impact

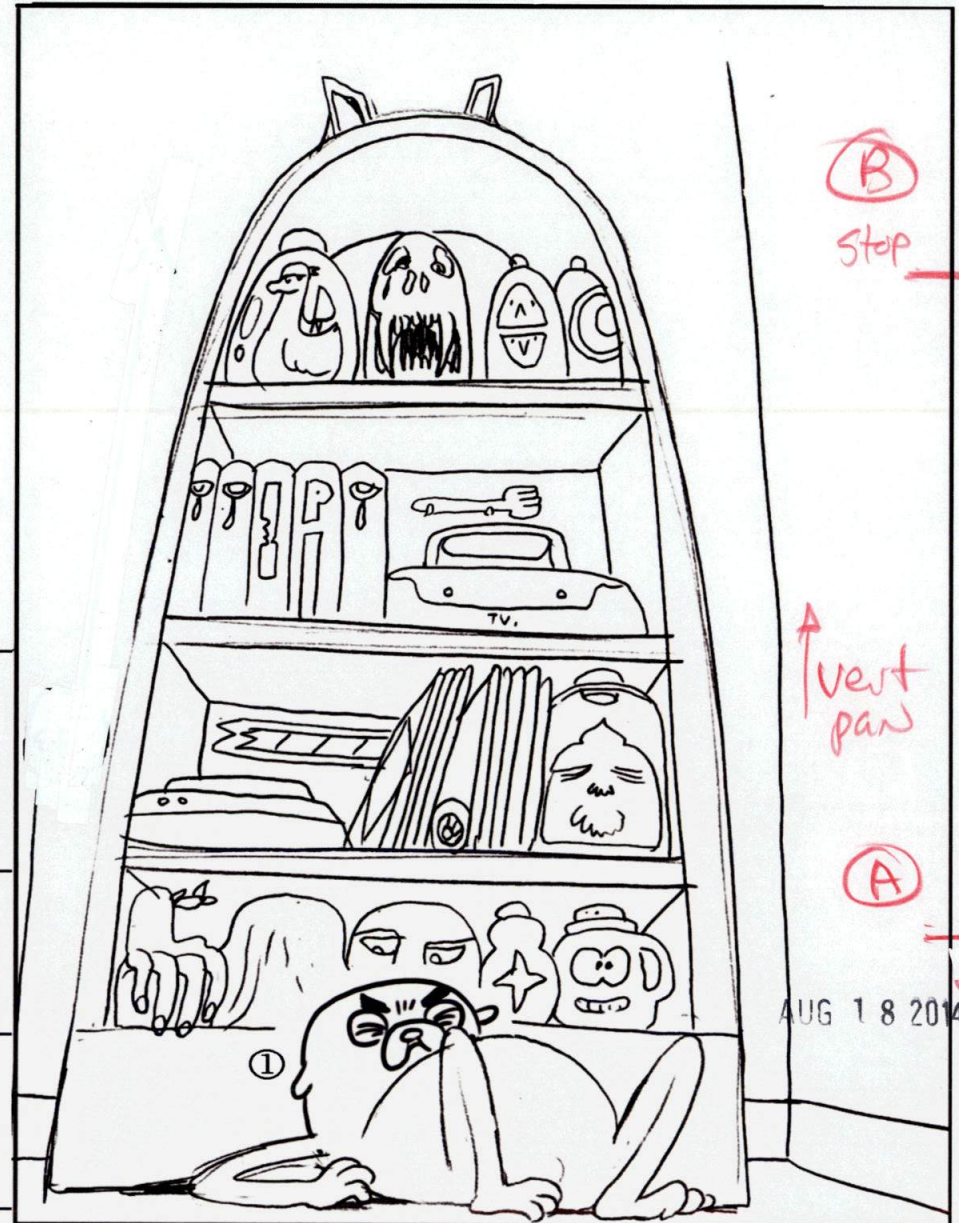
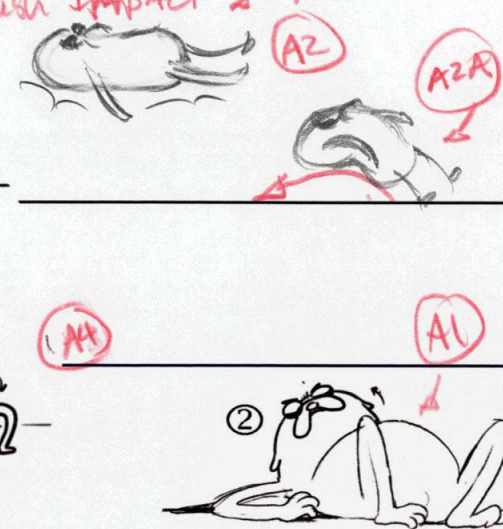
Jer flies on/screen and hits shelves

Action:

Timing:



pose & hit FX



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Production.

1025/192

Cut

ADVENTURE TIME



Sc.

170

Pnl. A

Bg.

day night

Sc.

170 cont B

233

night



Dialog:

Jer - I'm sick of being Daddy's watchdog!

Action:

- JER RISES ON/S

JER GRABS FLYING SNEAKER.

Timing:



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Production :

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ADVENTURE TIME



Sc.

170 *CONT* Pnl.

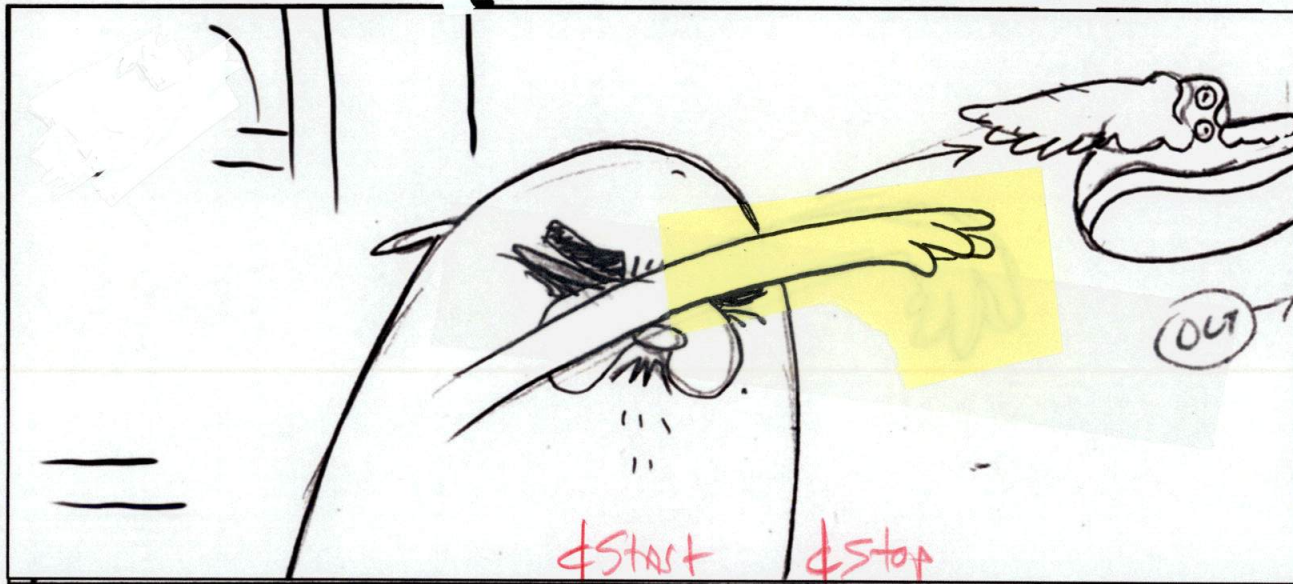
Bg.

day night

Sc.

Bg.

Page *234*
234 *ADVENT*
day night



Dialog:

JER : [GRUNT]

Action:

- JER. THROWS FLYING SNEAKER OFF/S
- ADJ. W/ ACTION.

Timing:

AUG 18 2014

Production :

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1025/192

1025/192

1025/192

1025/192

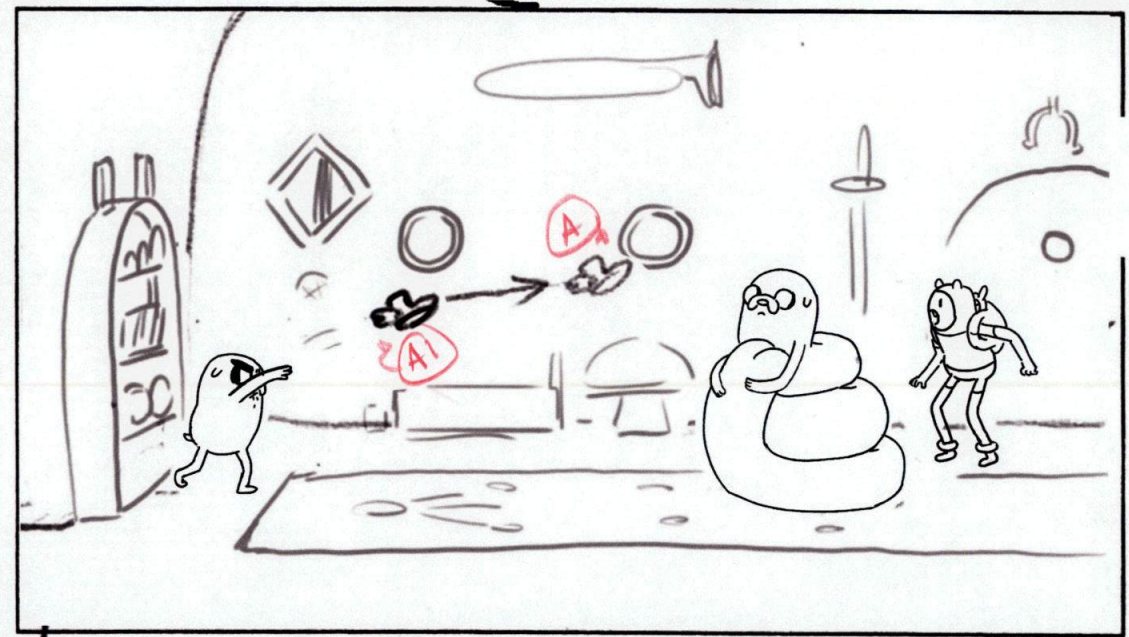
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HW
cut

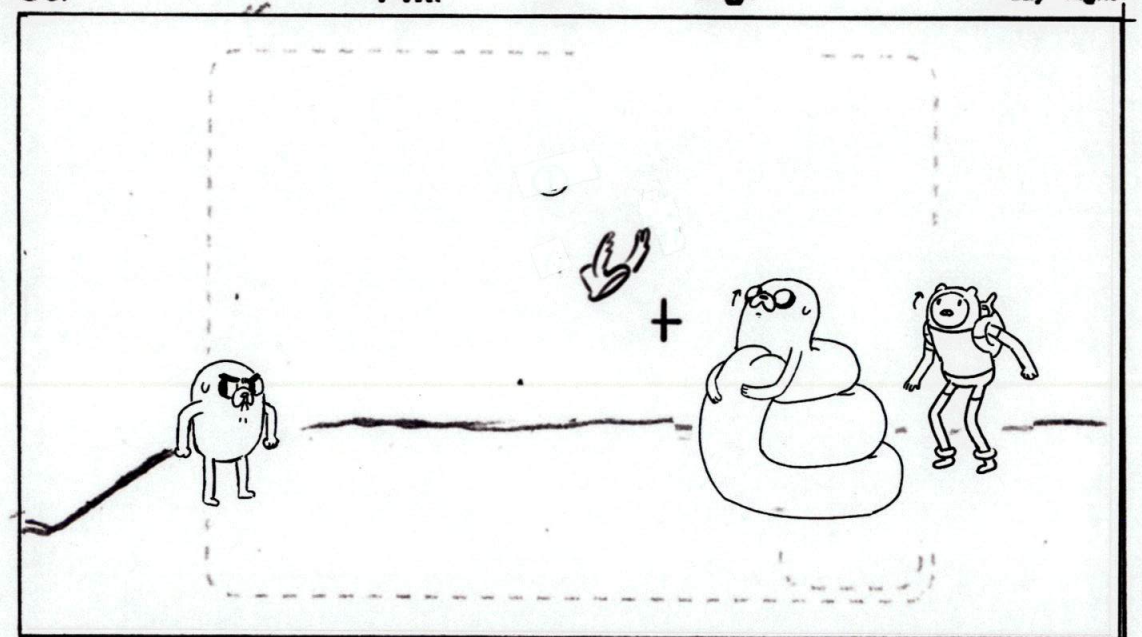
ADVENTURE TIME



Sc. 171 Pnl. A Bg. day night



Sc. 171 cont Pnl. B Bg. day night



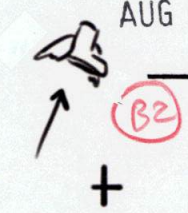
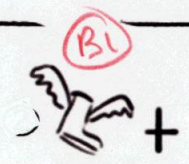
Dialog:

Action:

Timing:

- FLYING SNEAKER FLIES
TOWARDS JAKE.

AUG 18 2014



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Production :

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1025/192

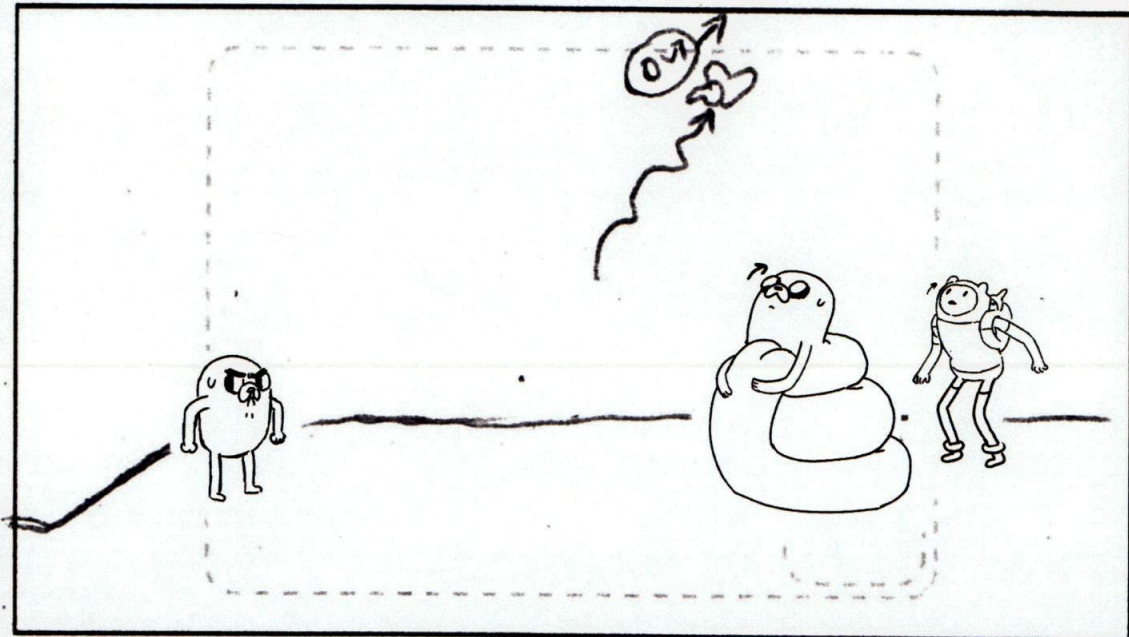
ADVENTURE TIME



Sc. 171 CONT Pnl. C

Bg.

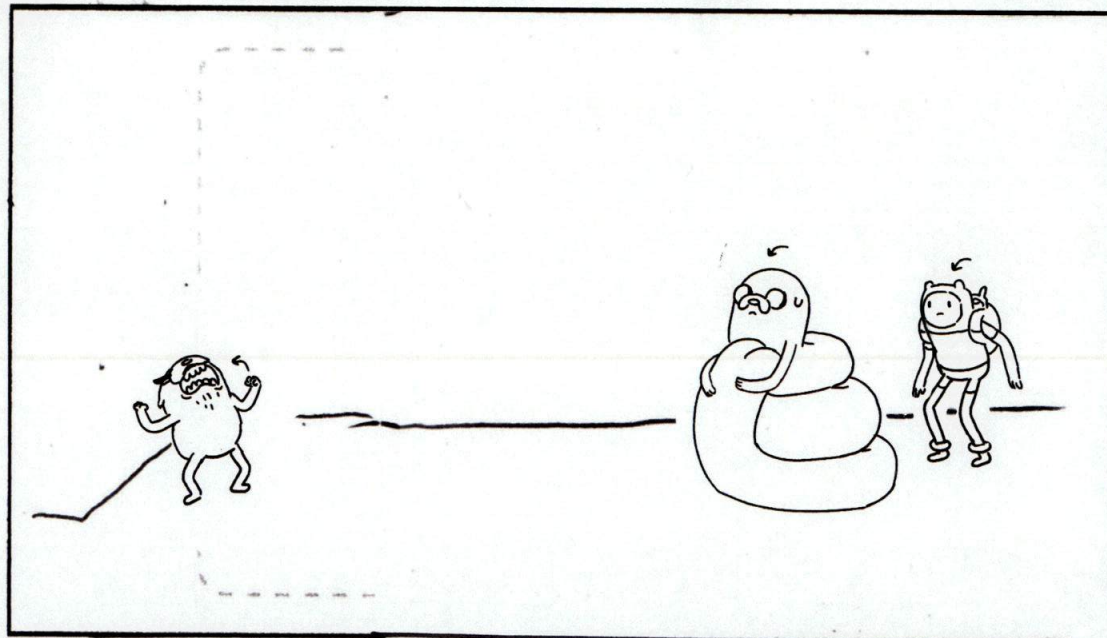
day night



Sc. 171 CONT Pnl. D

Bg.

day night



Dialog:

SFX: * FUAPPING *

Jer. [UNINTELLIGIBLE GRUMBLING]

Action:

- FLYING SNEAKER FLIES OFF IS.

Timing:

AUG 18 2014

Production :

EPISODE #

1025/192

Ho
Cut

1025/192

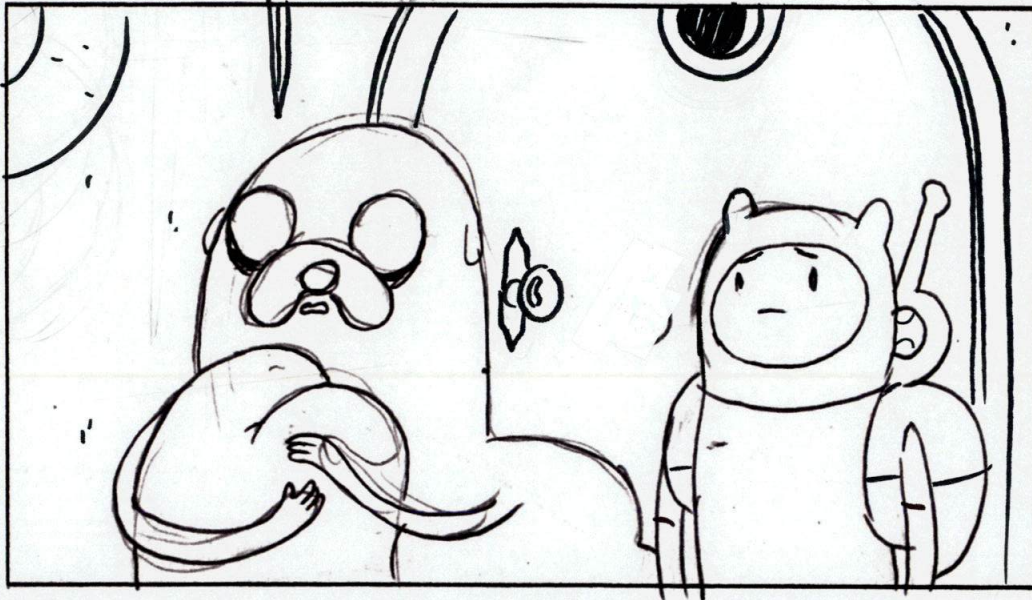
1025/192

ADVENTURE TIME



Cut


Sc. 172 Pnl. A Bg. day night



Sc. 173 Pnl. A Bg. day night



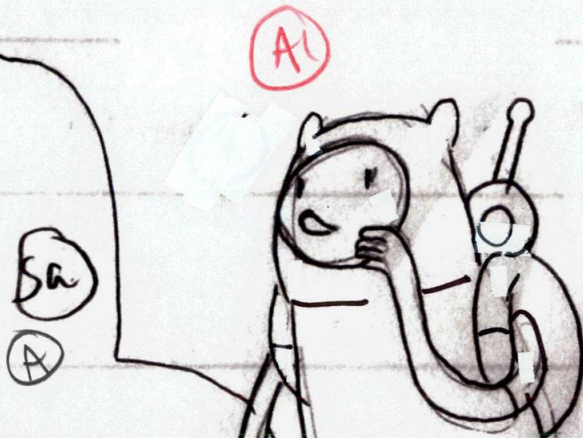
Dialog:

 Finn)-- This must've been building up for A WHILE.

JER: [FRUSTRATED ROAR]

Action:

Timing:



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Ho Cut

ADVENTURE TIME



Sc. 173 *CONT* Pnl. *B*

Bg.

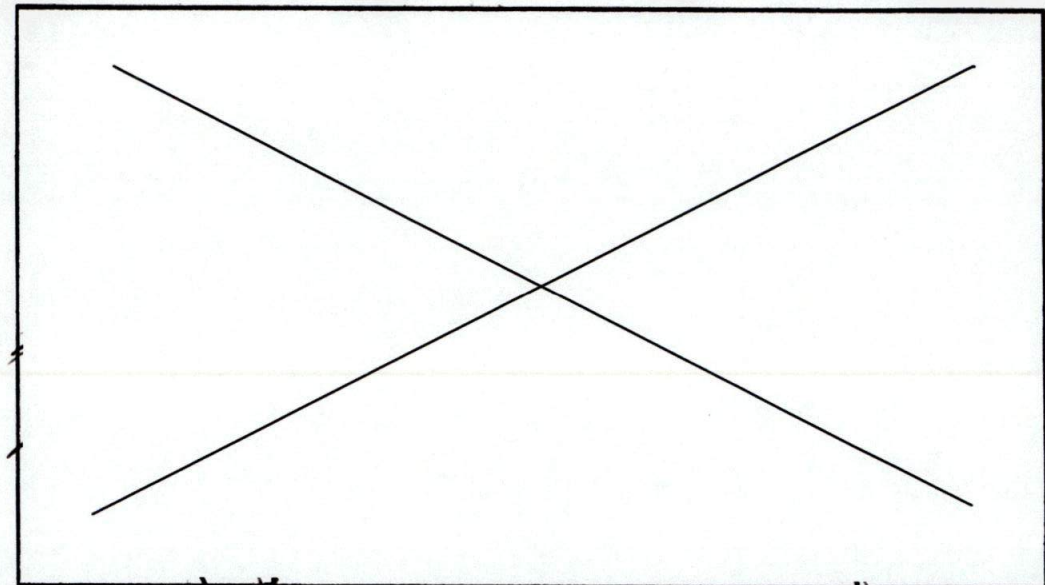
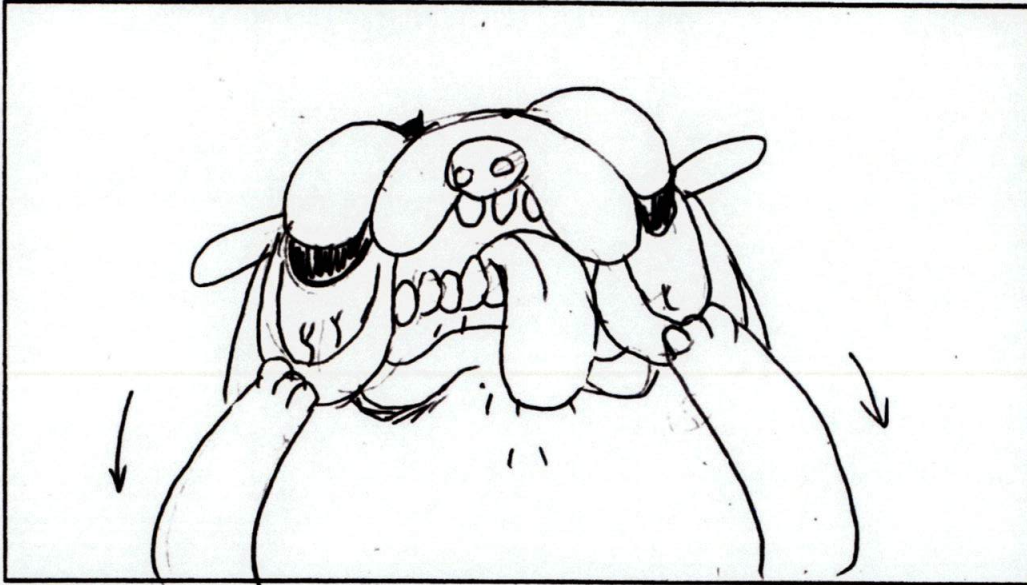
day night

Sc.

Pnl.

Bg.

Page ²³⁷
237A NEXT
day night



Dialog:

Action:

-JGR REACHES OFFIS

Timing:

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1025/192

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ADVENTURE TIME



day night

Sc.

173 cont C

Pnl.

Bg.

Page 237 A
238 NEW
day night

HO
cut

EPISODE #

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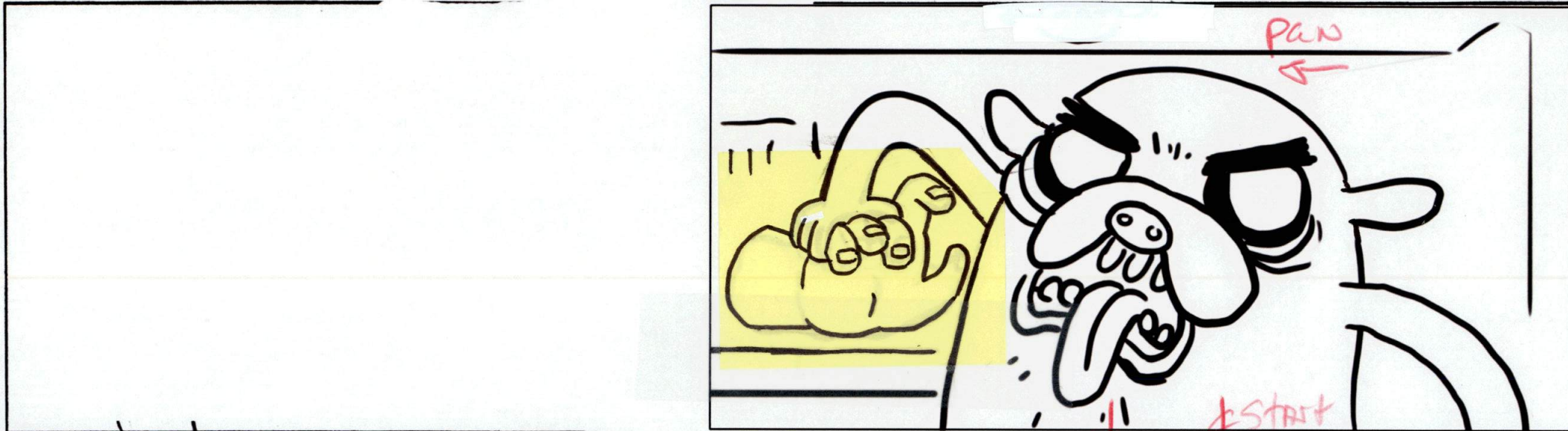
1025/192

Production :

Sc.

Pnl.

Bg.



Dialog:
Action:
Timing:

AUG 18 2014

1025/192

Ho Cut

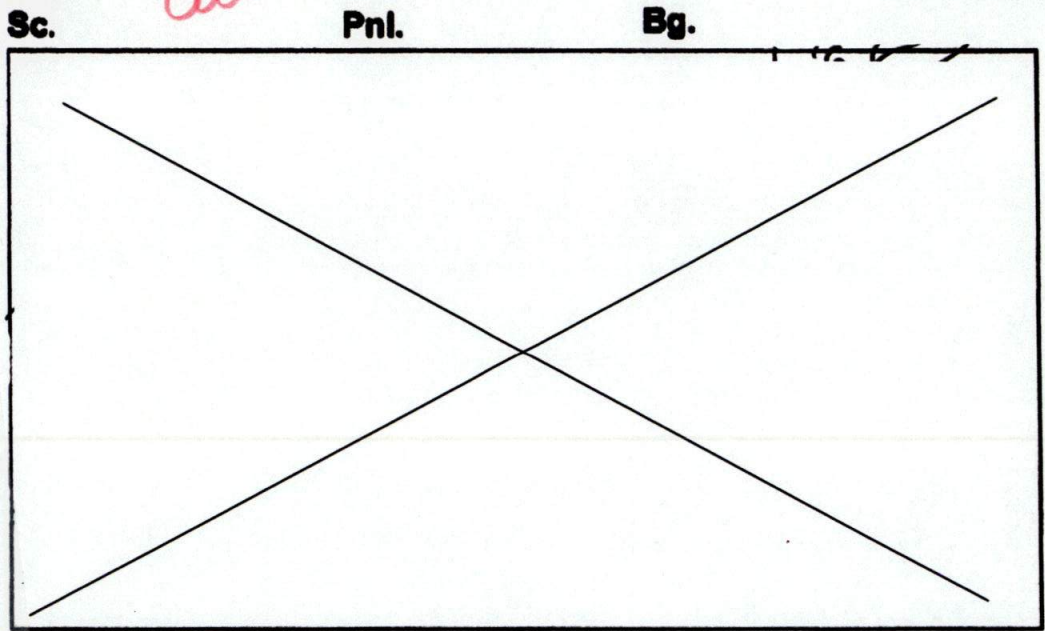
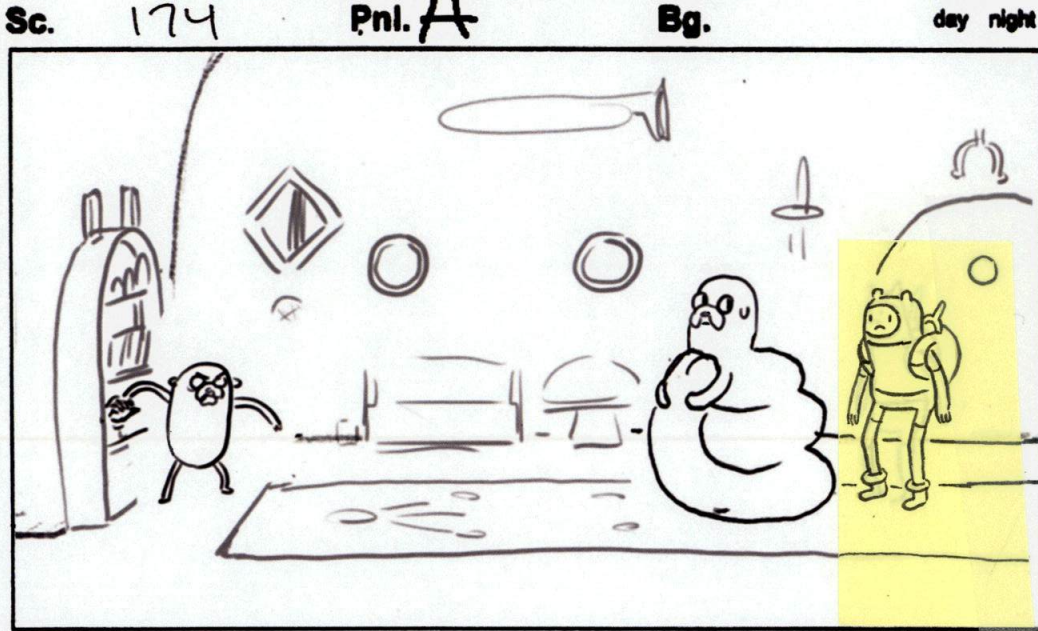
ADVENTURE TIME



Ho Cut

NO SC 175


Page 238



Dialog:
JGR:
HuuUUU!!

Action:
-JGR THROWS "UNDERLAND"
ARTIFACT AT JAKE.

Timing:



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Production :

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1025/192

HW
CUT

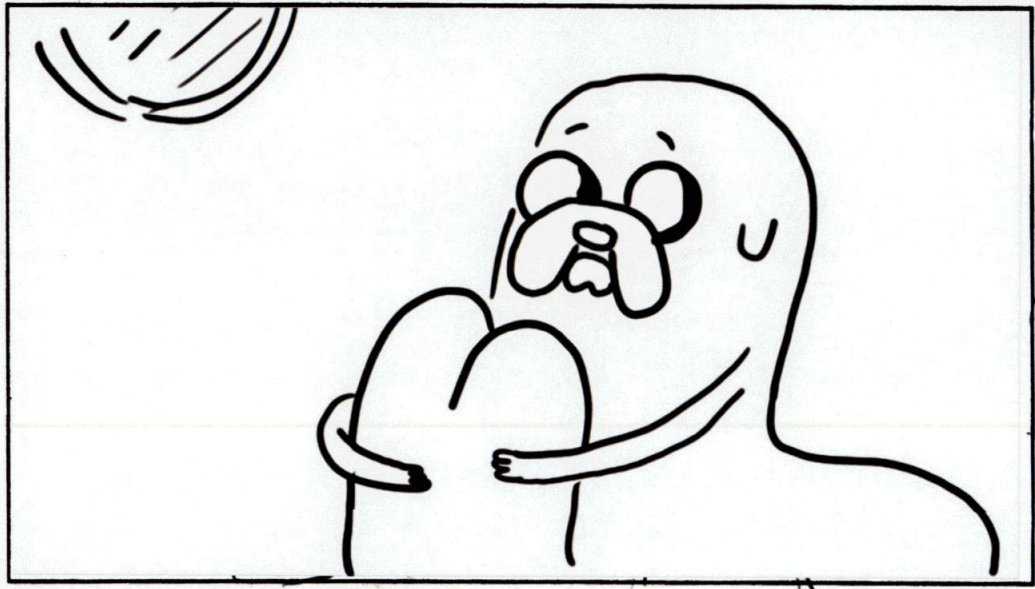
NO SC 175

ADVENTURE TIME



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Sc. 176 Pnl. A Bg. day night



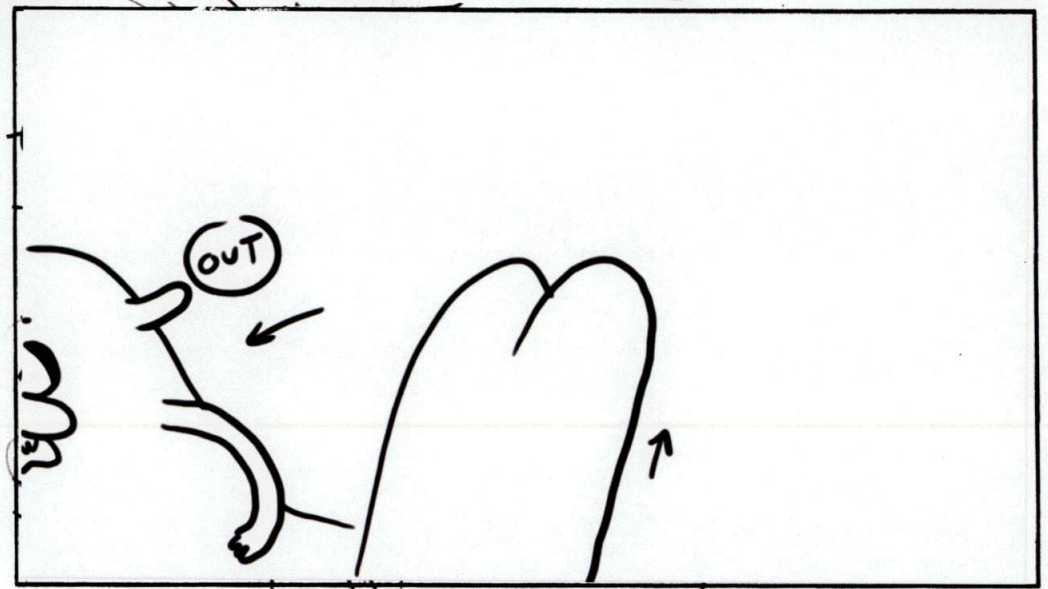
Dialog:

Action:

Jake holding his butt

Timing:

Sc. 176 CONT Pnl. B Bg. day night



-J Dodges hand

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Production :

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ADVENTURE TIME

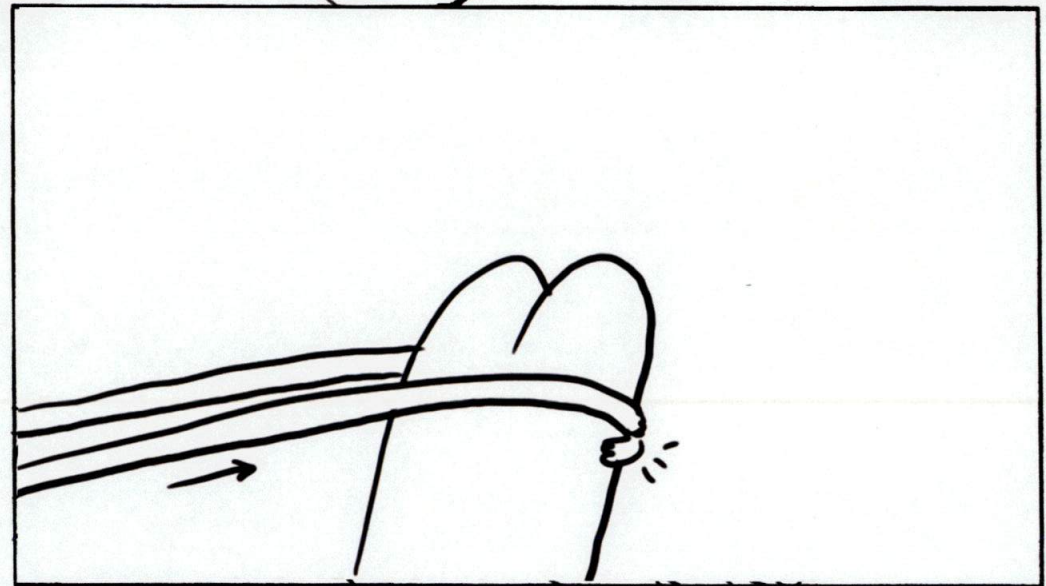
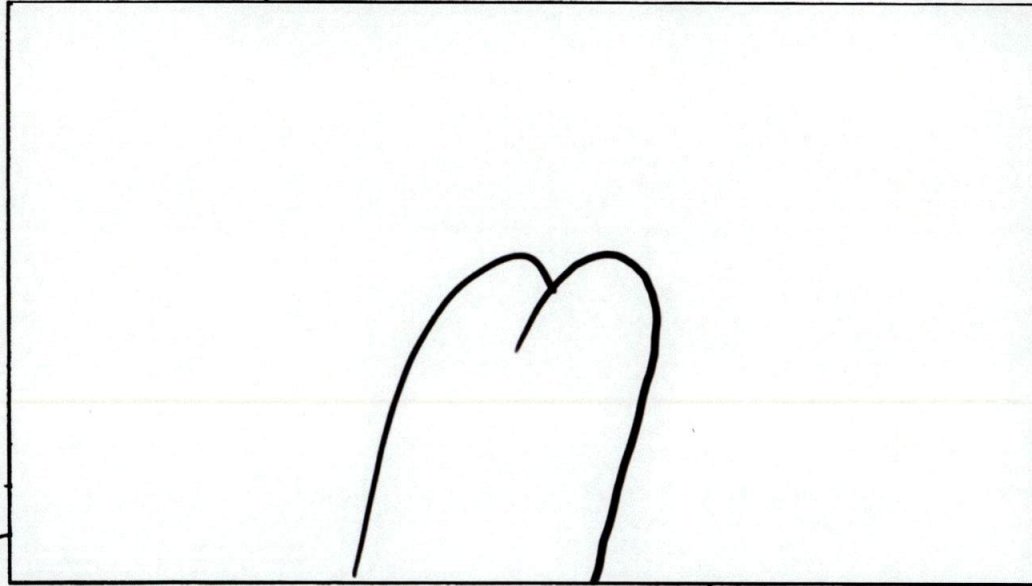


Sc. 176 *cont* Pnl. C Bg.

day night

Sc. 176 *cont* Pnl. D Bg.

Page 240
240A NEXT
day night



Dialog:

Jake: Whoa!!

SFX: * WHOOOSH *

Action:

Goes back for his butt and pulls it out of the way

Timing:

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Production :

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1025/192

1025/192

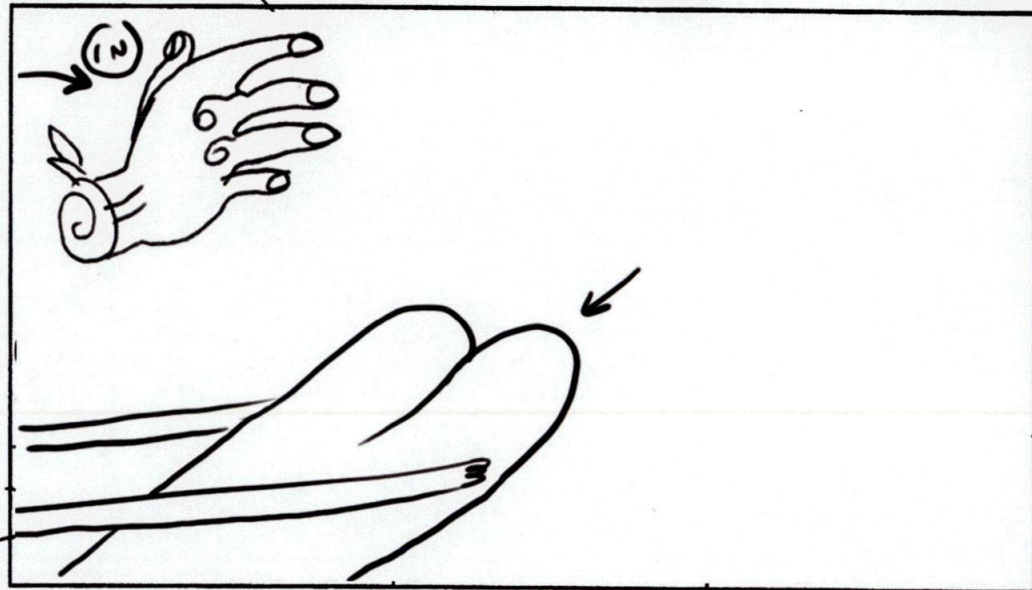
1025/192

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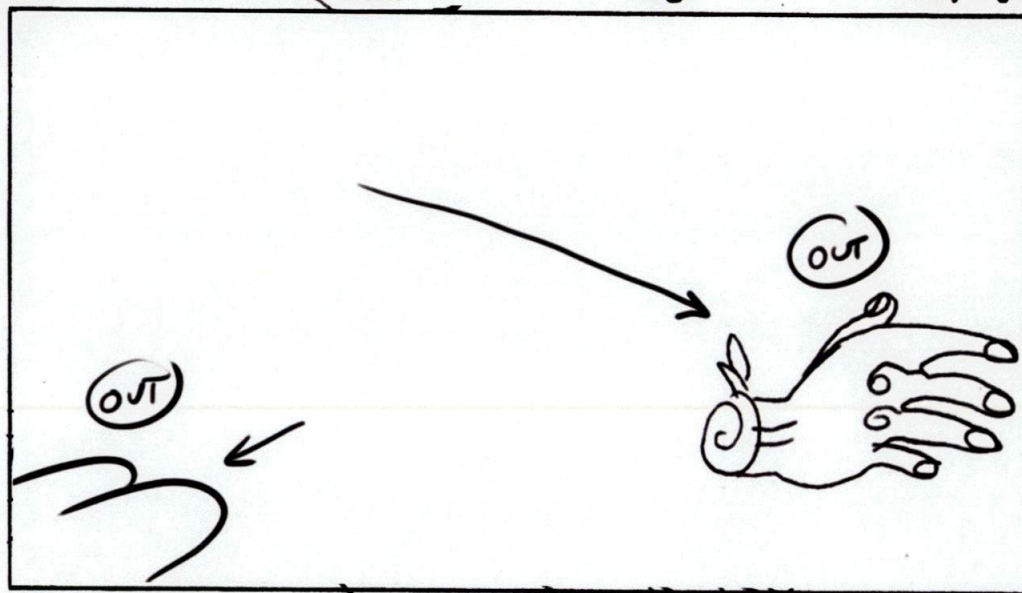
ADVENTURE TIME



Sc. 176 *CONT* Pnl. E Bg. day night



Sc. 176 *CONT* Pnl. F Bg. day night



Page 240A
241 NEXT
day night

Cut

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Dialog:

SFX: * WHOOOSH *

Action:

Timing:

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Production :

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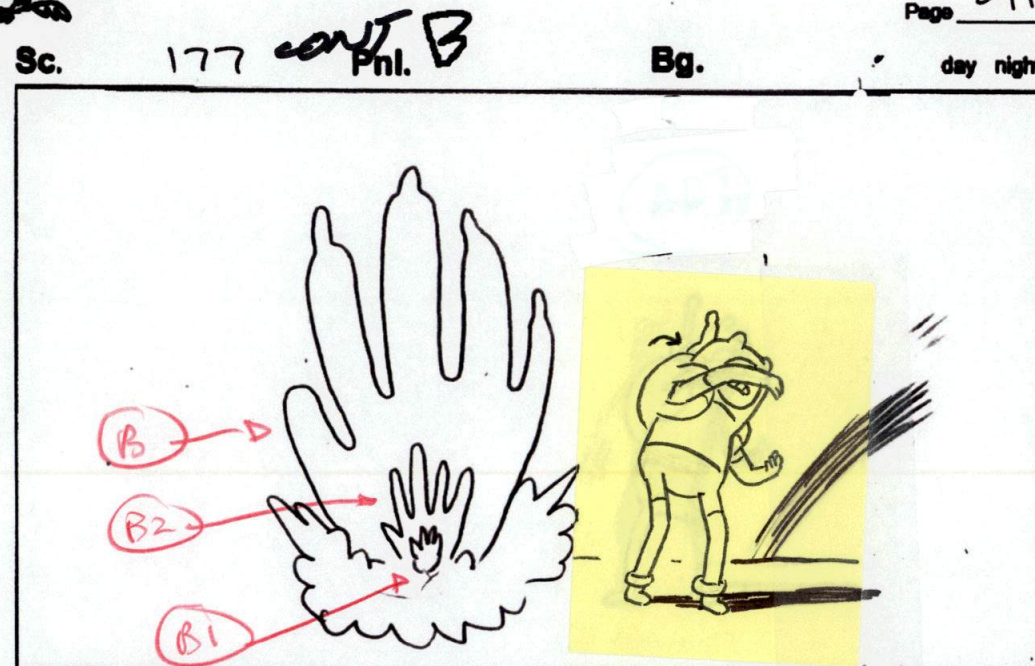
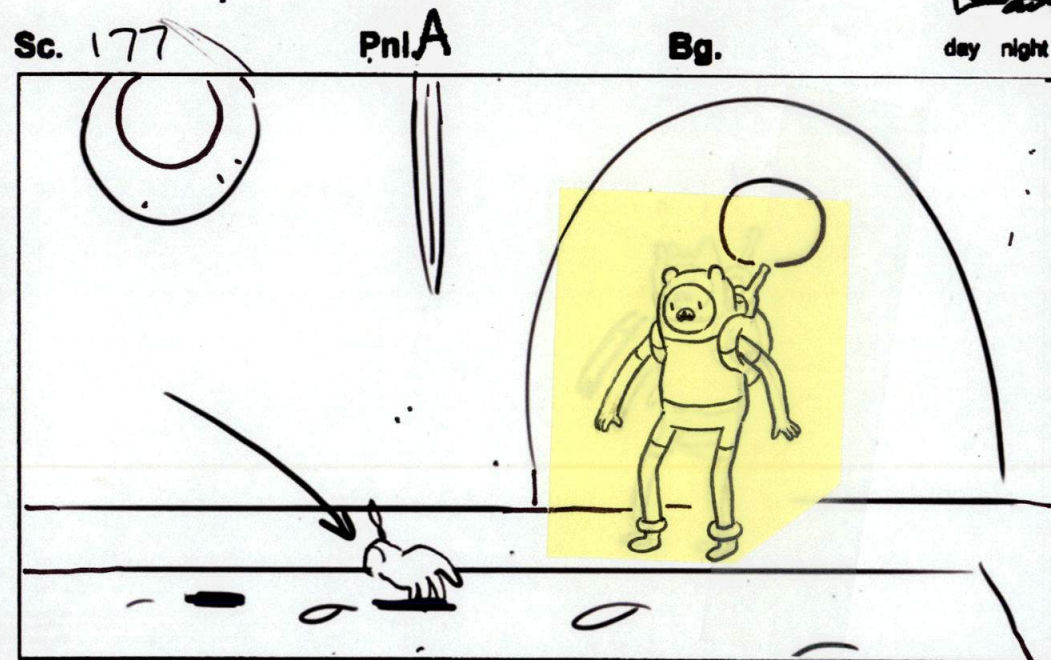
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ADVENTURE TIME



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Dialog:



SFX: *BOOM!*

Action:

The hand lands with a hand shaped explosion

Timing:

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Production :

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ADVENTURE TIME



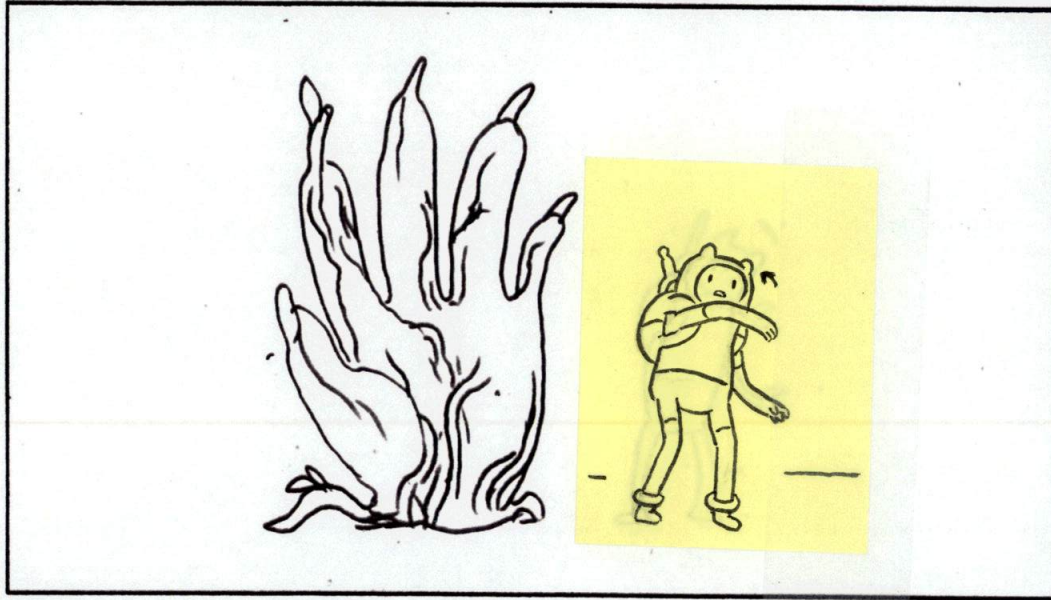
Page 242

Sc. 177 cont Pnl. C

Bg.

day night

*Ho
Cut*



Dialog:

Action:

- A hand plant BLOOMS.

Timing:

AUG 18 2014

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Production :

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1025/192

Hu
Cut

ADVENTURE TIME



Page 243

Sc. 178

Pnl. A

Bg.

day night

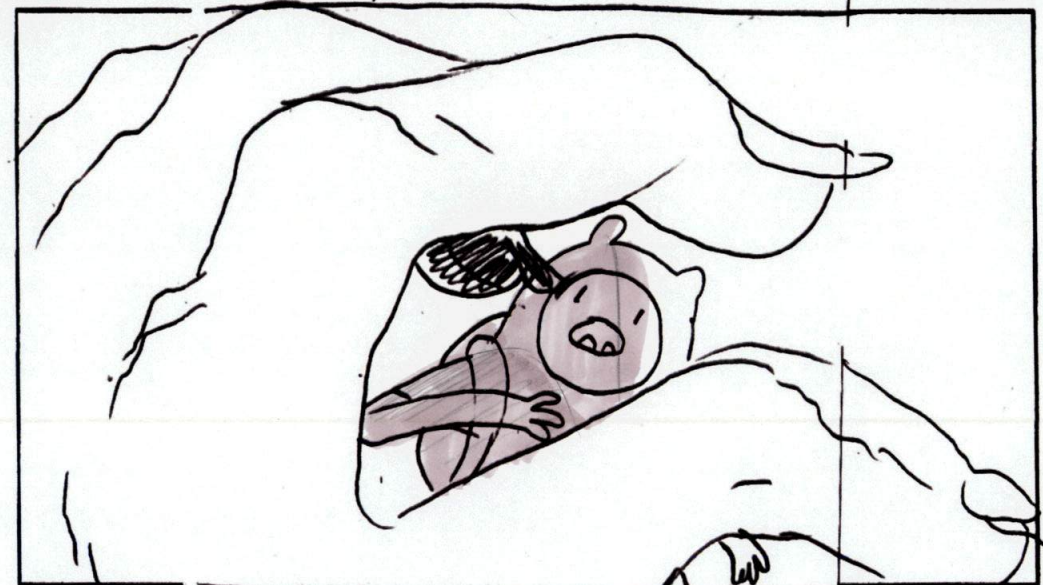


Sc.

178 cont Pnl B

Bg.

day night



Dialog:

F: WHA!

Action:

Timing:

AUG 18 2014

EPISODE #

Production :

Hu
Cut

1025-192

1025/192

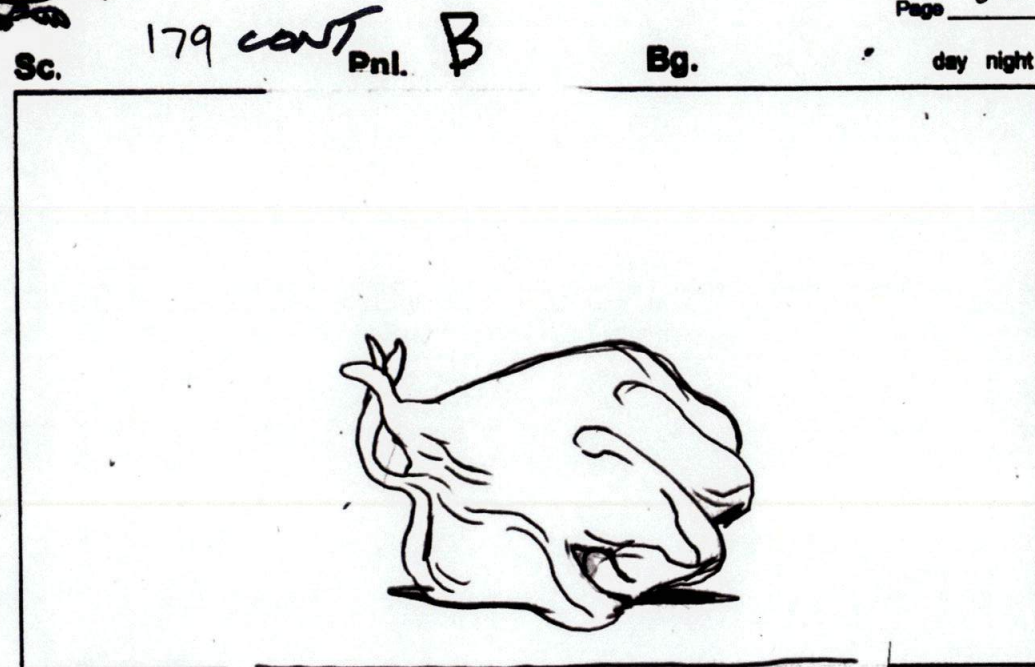
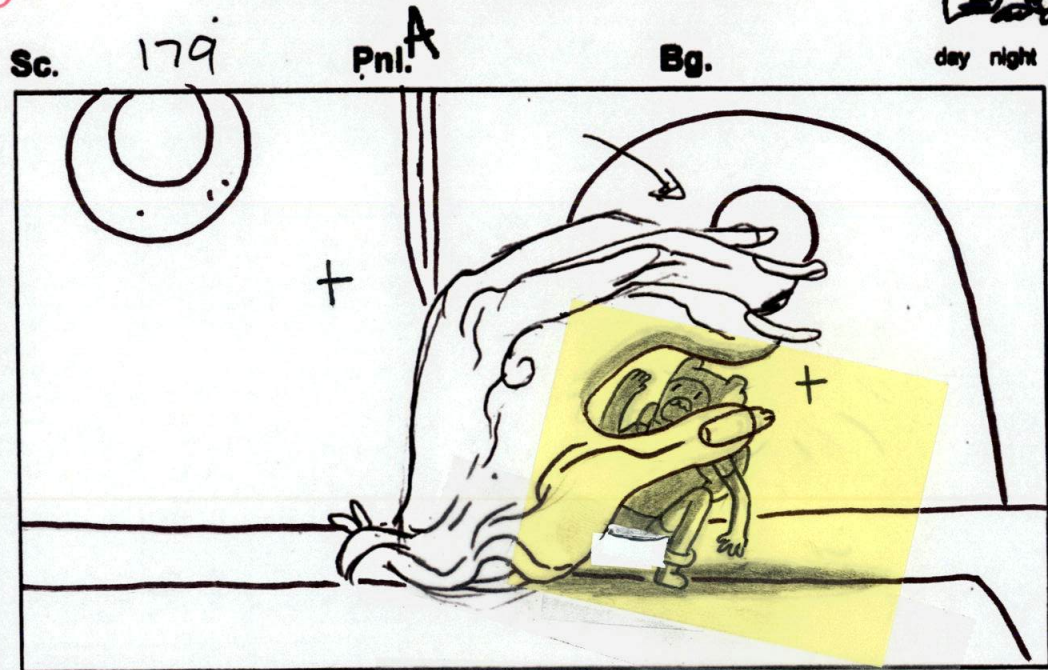
1025/192

1025/192

ADVENTURE TIME



Page 244



Dialog:

Action:

Timing:



- HAND CLENCHES AROUND F,

AUG 18 2014

EPISODE #

Production :

1025-192

1025/192

1025/192

1025/192

Ho Cut

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ADVENTURE TIME



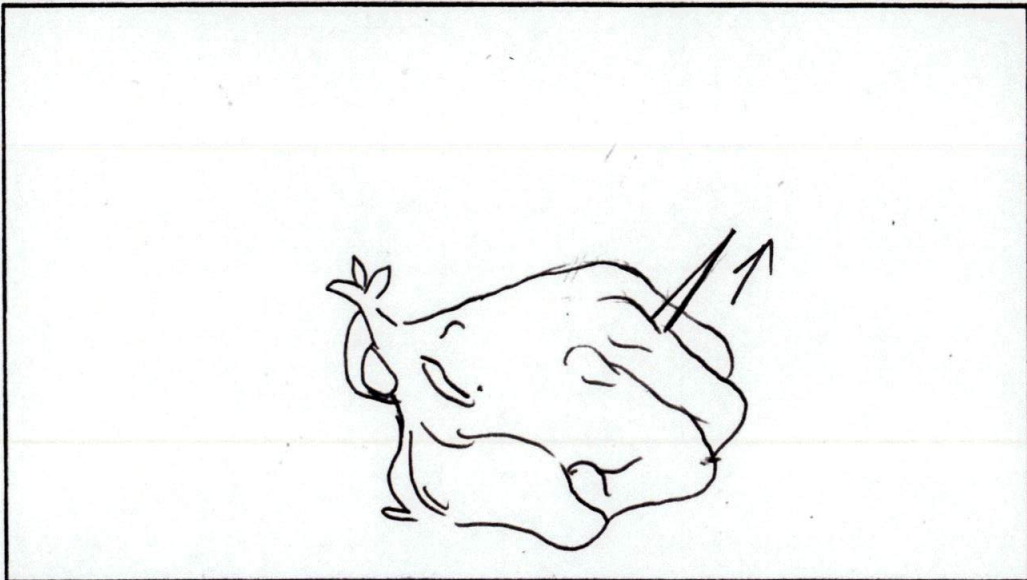
Page 245

Sc.

179 CONT Pnl. C

Bg.

day night



Sc.

179 CONT D

Bg.

day night



EPISODE #

1025-192

1025/192

Dialog:

SFX: SHKK!

SFX: * FWOOSH! *

Action:

Finn's sword comes through and cuts the hand plant open-- shooting out hand shaped flames

Timing:

AUG 18 2014

Production :

1025/192

1025/192

ADVENTURE TIME



Page 240

Sc. 179 *cont* Pnl. E

Bg.

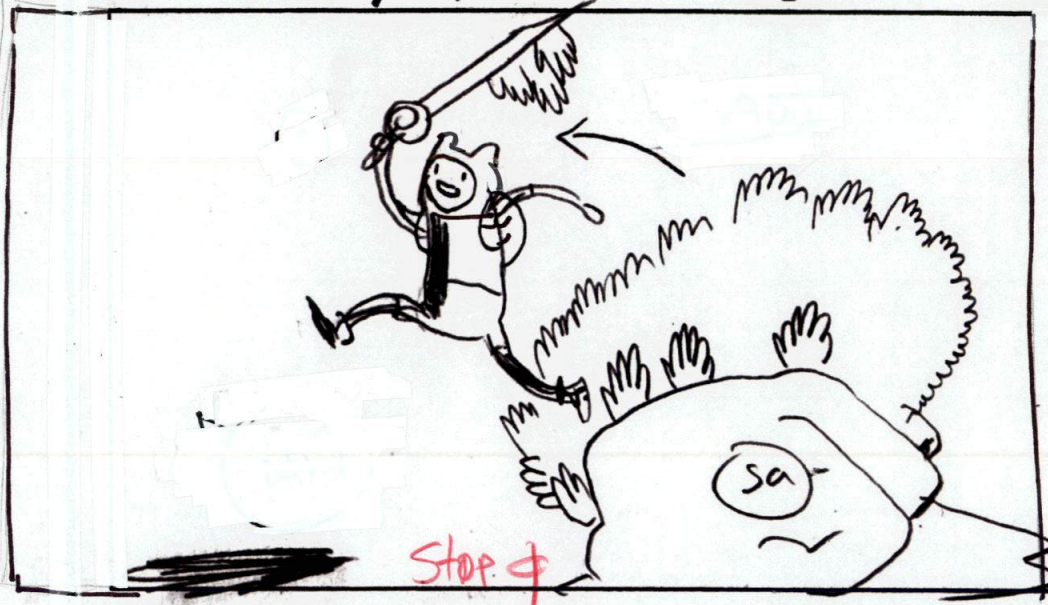
day night

Sc. 180

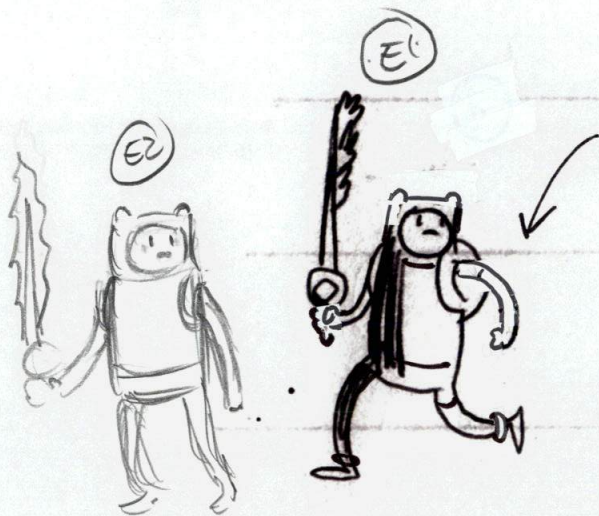
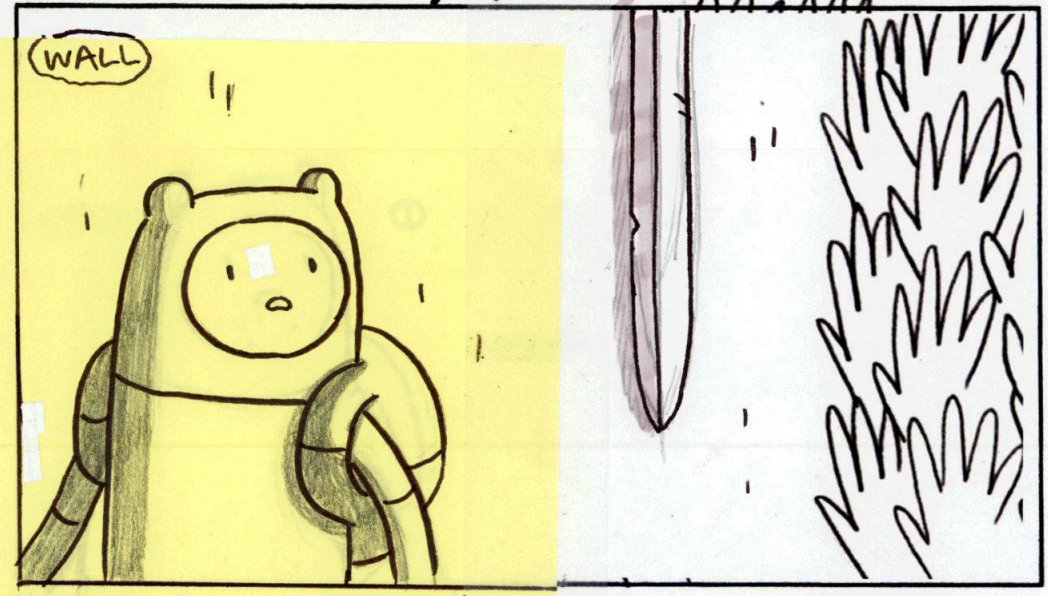
Pnl. A

Bg.

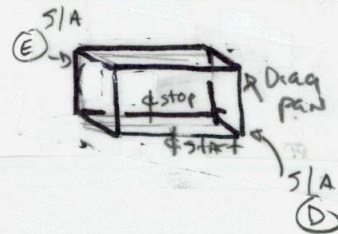
day night



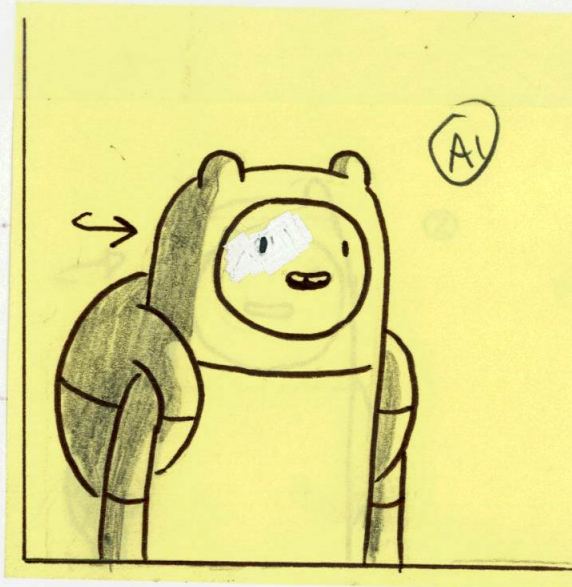
Dialog:



- F. LEAPS OUT
- ADV. W. ACTION



E: HAND FIRE.



AUG 18 2014

EPISODE #

Production :

1025-192

1025/192

1025/192

ADVENTURE TIME



NO SC 181

Page 247

NO PG-248
day night

Sc.

180 CONT Pnl. B

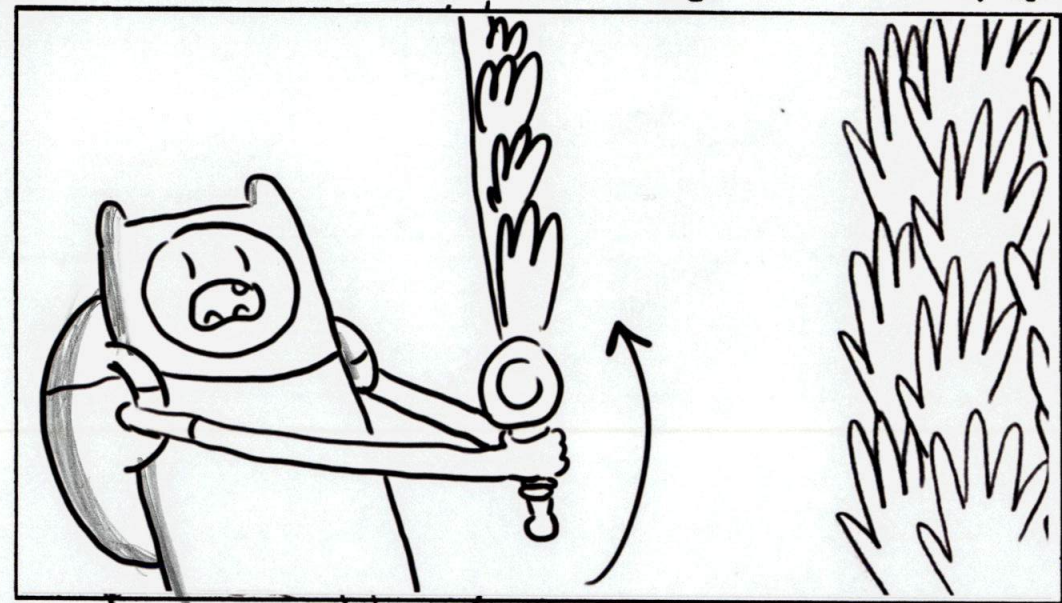
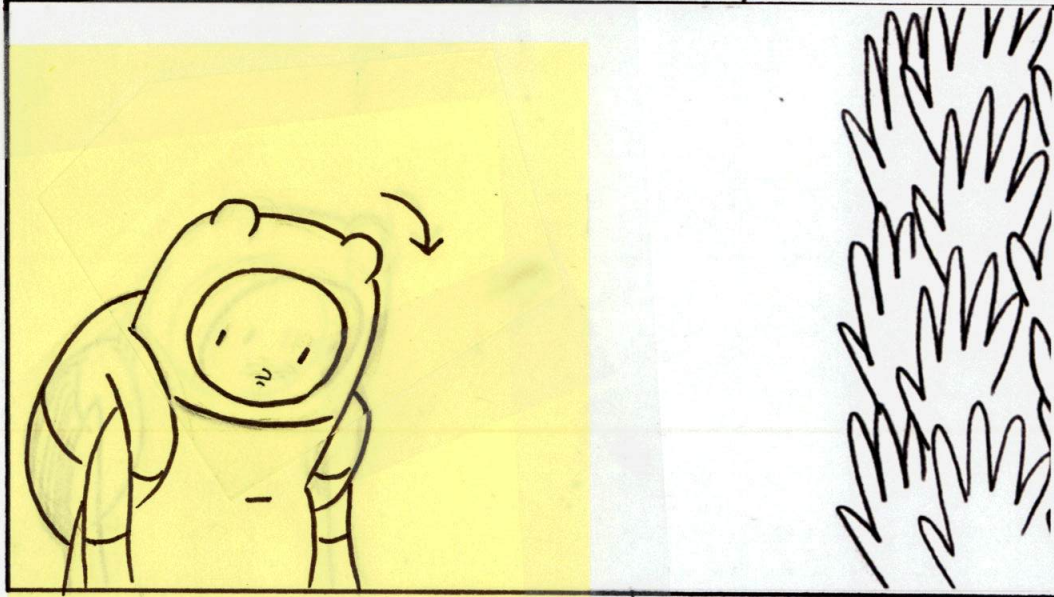
Bg.

day night

Sc.

180 CONT

Bg.



Dialog:

F: Ah!

Action:

- F. LOOKS DOWN.

- F. HOLDS UP FLAMING SWORD.

Timing:

AUG 18 2014

EPISODE #

Production :

1025-192

1025/192

1025/192

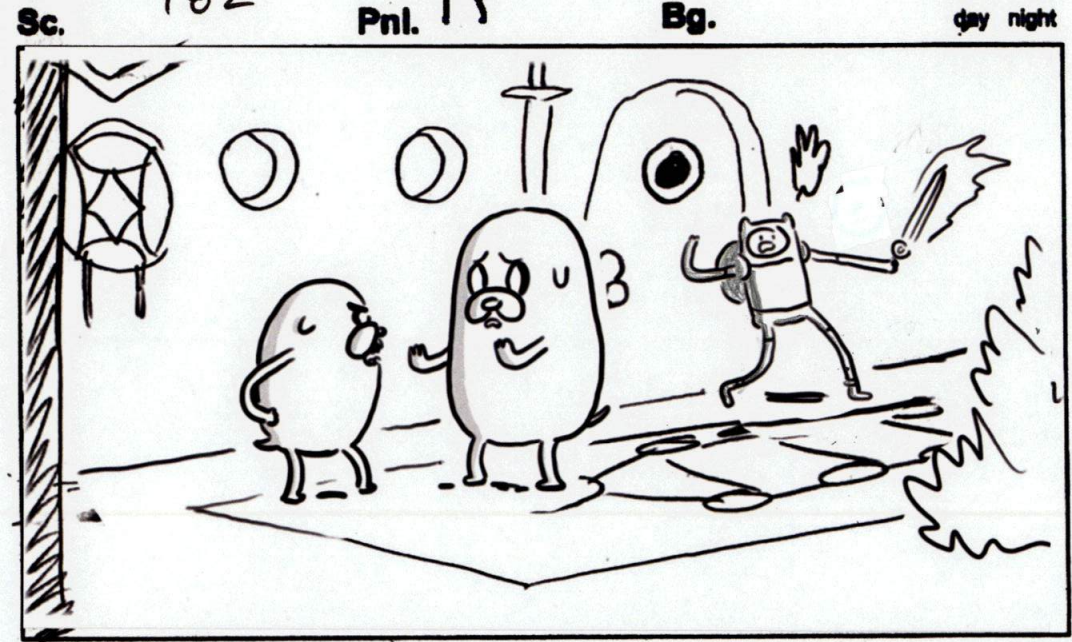
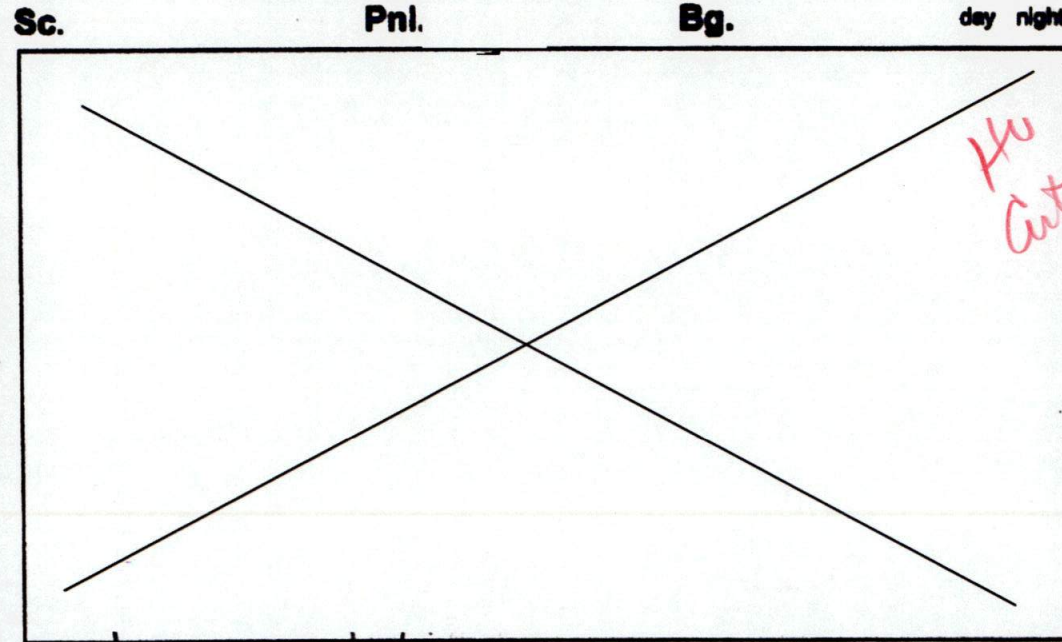
1025/192

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ADVENTURE TIME



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Ho Cut

1025-192

EPISODE #

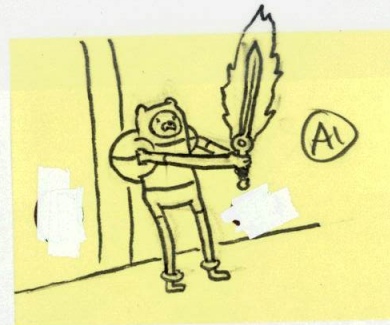
1025/192

Dialog:

Jer)- YOU GOT TO BE DAD'S FAVORITE !

Action:

Timing:

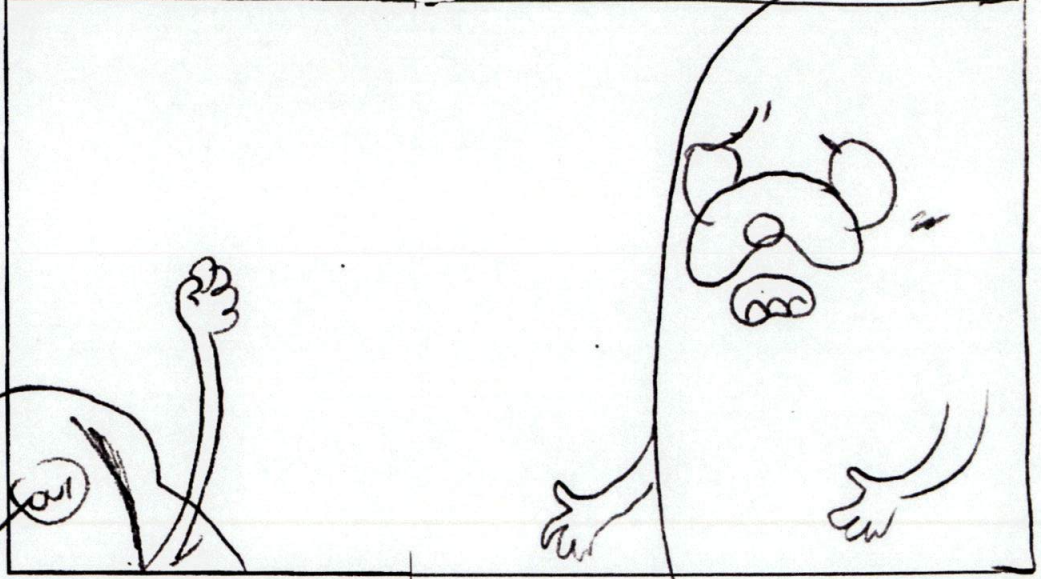
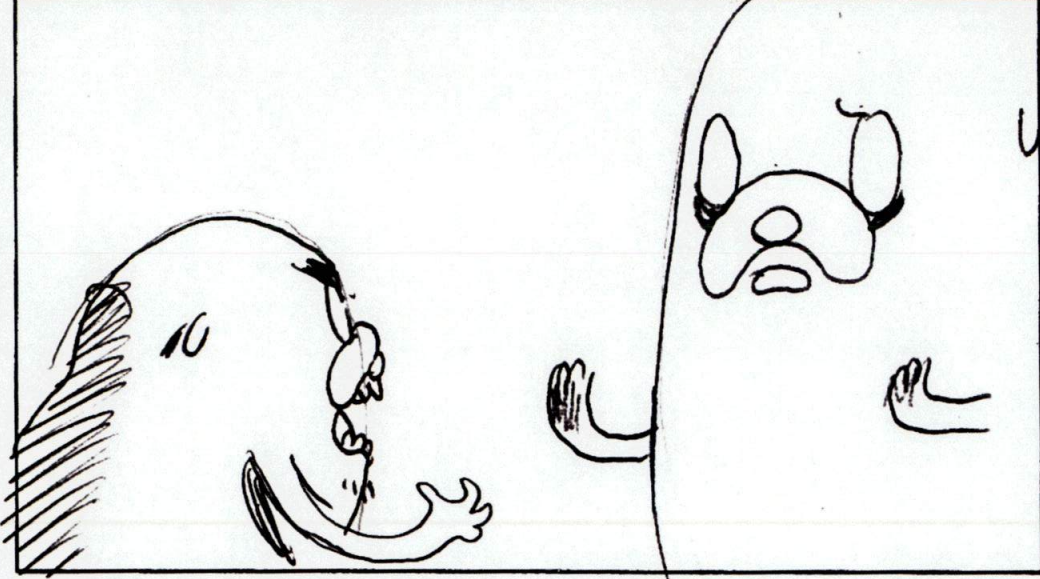


AUG 18 2014

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1025/192

Handwritten red 'Cut' and 'H' with an 'X' over it.



Handwritten red 'Cut'.

1025-192

EPISODE #

Dialog: Jer: I got stuck with this mess!

JAKE: C'MON, DAD DIDN'T HAVE A FAVORITE! HE JUST LIKED MY FART JOKES.

Act
Time



(A)



(B)

Production :

AUG 18 2014

1025/192

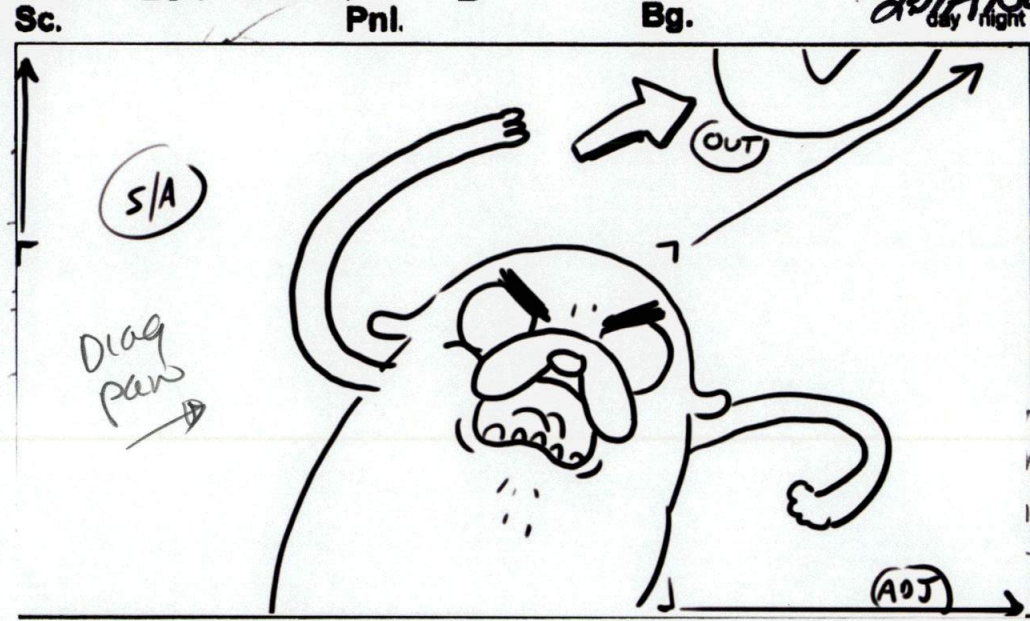
1025/192

1025/192

ADVENTURE TIME



Sc. 184 Pnl. A Bg. day night



Dialog:

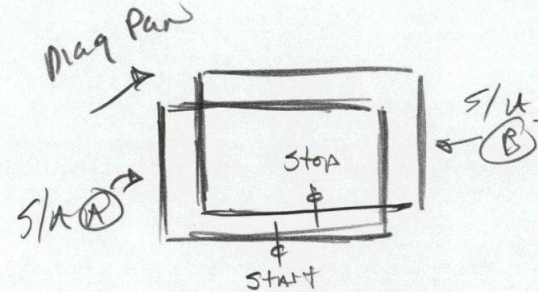
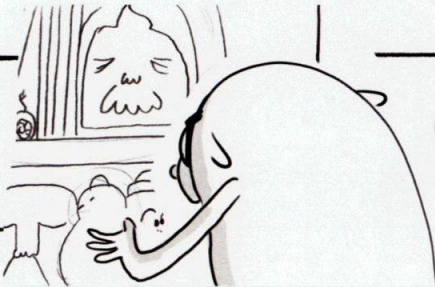
① ARM
HOLDS BOTTLE
FROM BEHIND

Jer: I'm THE FART JOKE!

Action:

- JER REACHES FOR JINN BOTTLE,

Timing:



AUG 18 2014

Production :

EPISODE #

1025-192

1025/192

1025/192

1025/192

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ADVENTURE TIME



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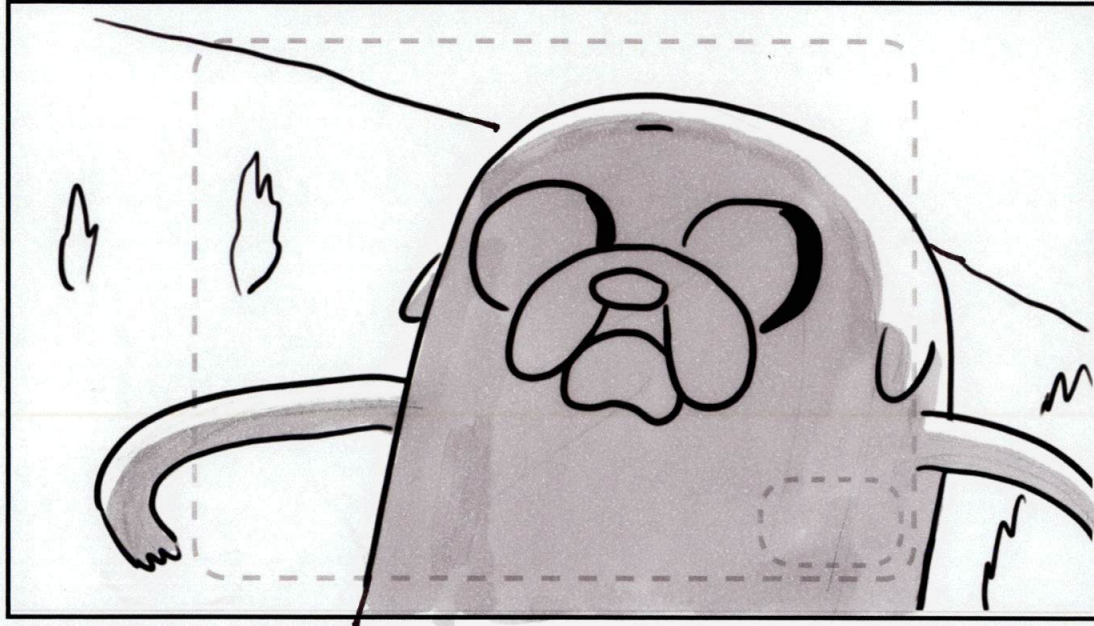
10 25 / 19 2

Sc. 184A

Pnl. A

Bg.

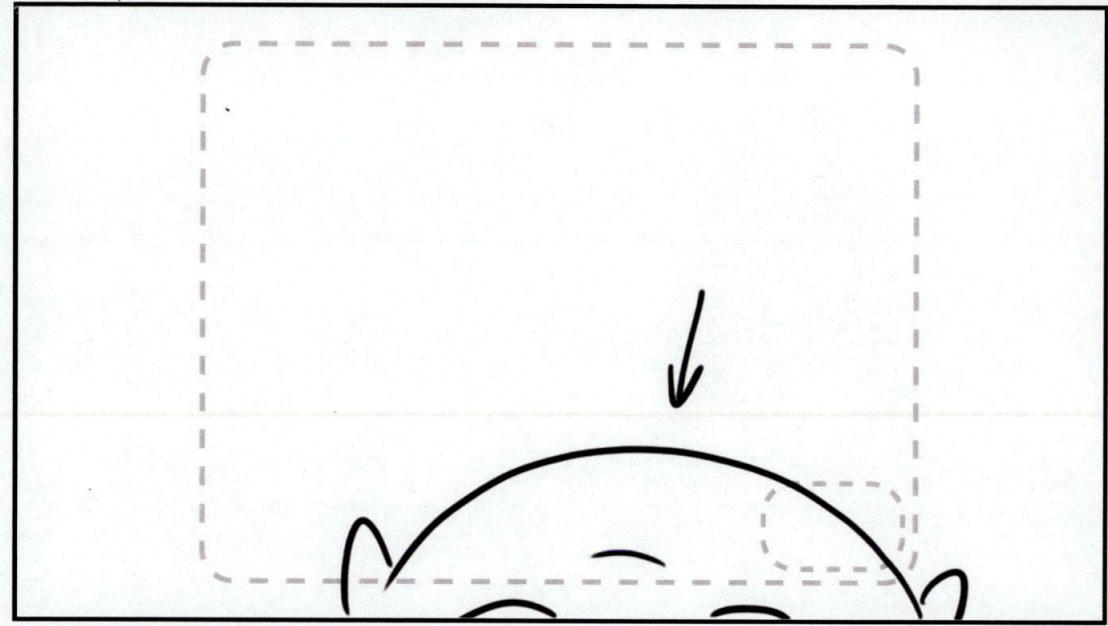
day night



Sc. 184A *cont*

Pnl. B

Bg.



251A
Page *251B NEXT*
day night

Dialog:

Jake: Aarch!

Action:

Timing:

AUG 1 8 2014

EPISODE # 1025-192

Production:

10 25 / 19 2

10 25 / 19 2

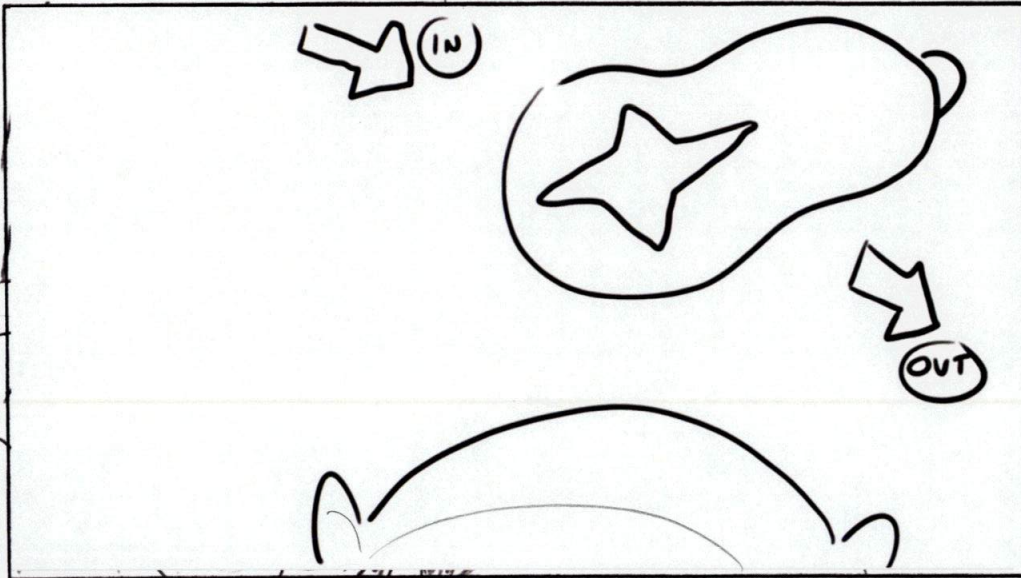
ADVENTURE TIME



Sc. 184 A *cont.* Pnl. C

Bg.

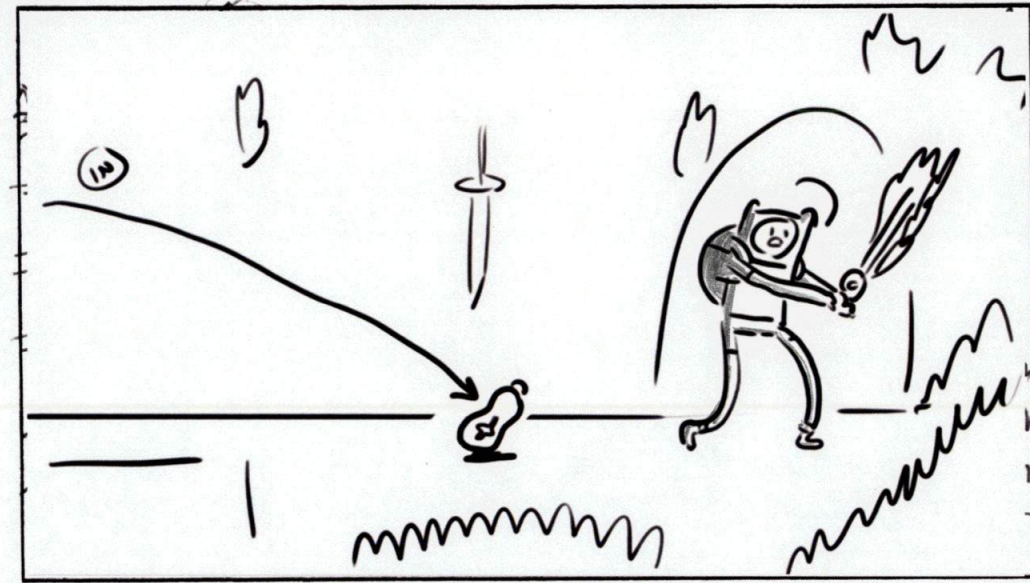
day night



Sc. 185

Pnl. A

Bg.



Page 251 B
252 NEXT
day night

1025-192

EPISODE #

1025/192

Dialog:

Action:

Timing:

Production :

AUG 18 2014

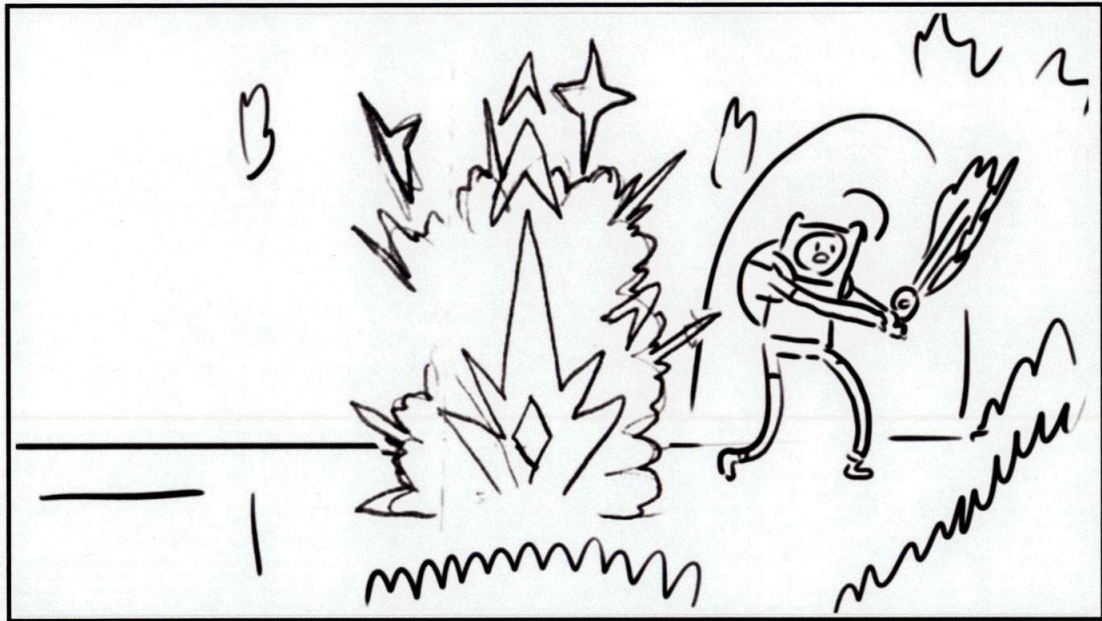
1025/192

1025/192

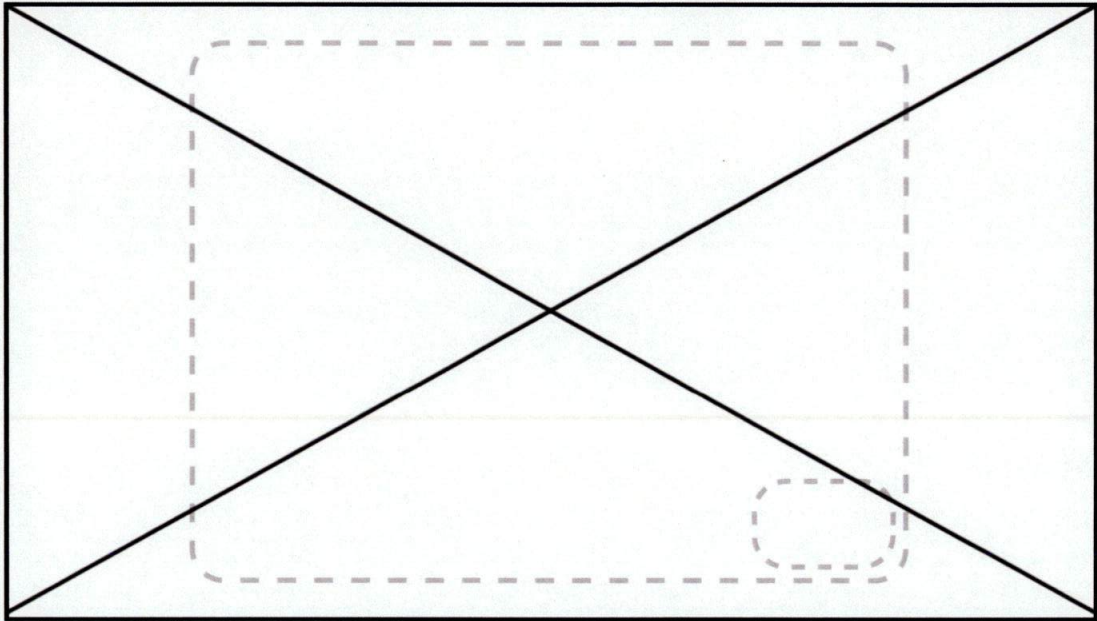
ADVENTURE TIME



Sc. 185 *CONT* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Jinn)--Shazbaz!

Action:

Throws bottle that explodes in a jinn light

Timing:

AUG 1 8 2014

EPISODE # 1025-192

Production:

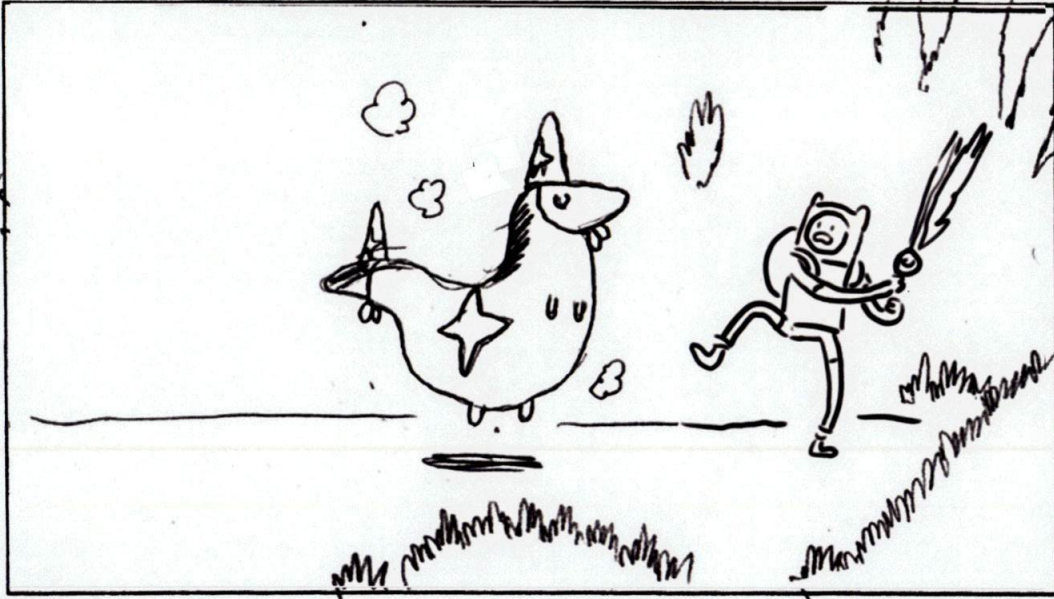
ADVENTURE TIME



Sc. 185 cont Pnl. C

Bg.

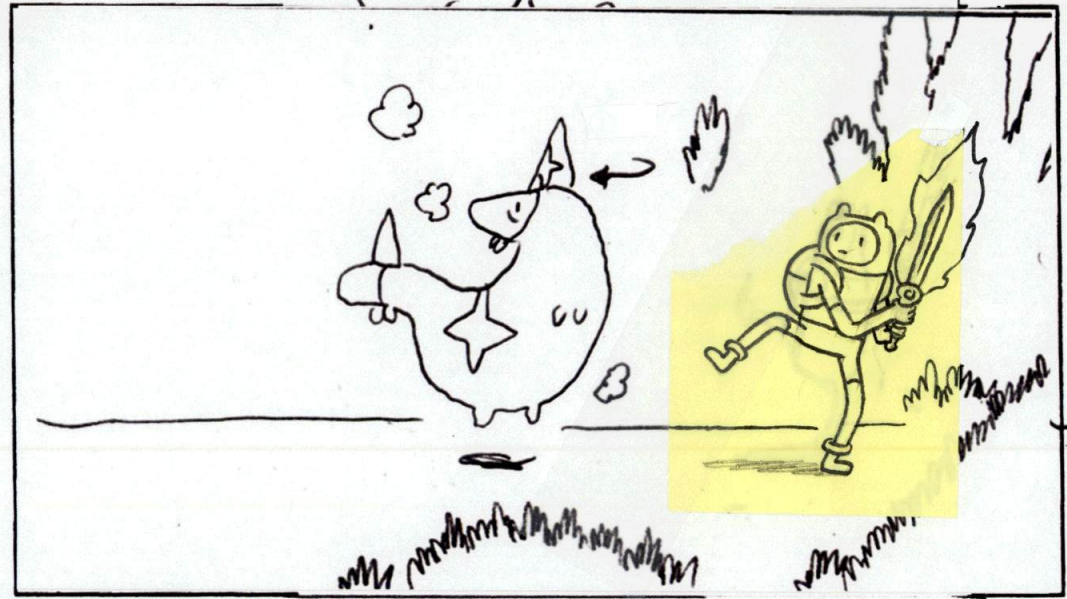
day night



Sc. 185 cont D

Bg

253
253A NEXT
day night



1025-192

EPISODE #

1025/192

Dialog:

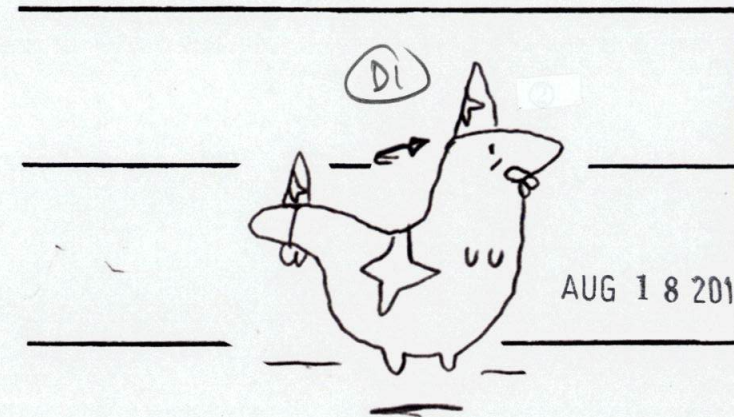
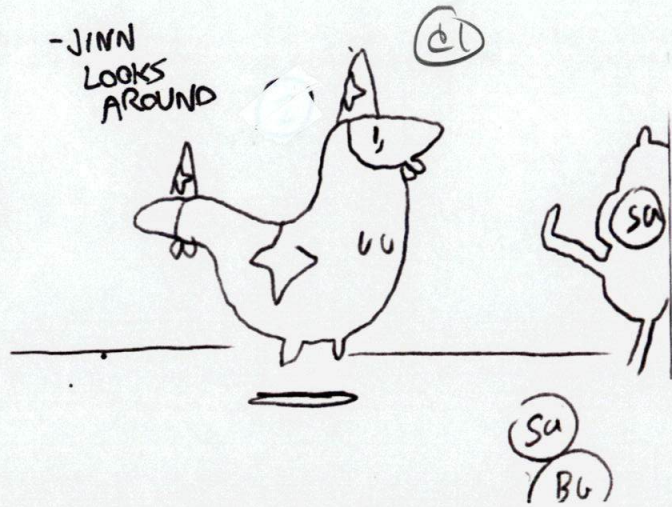
JINN: (4) Uh...no..

Jinn)--Shazbaz!

Actic

-JINN LOOKS AROUND

Timli



AUG 18 2014

Production :

1025/192

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ADVENTURE TIME



Cut

Page 253A

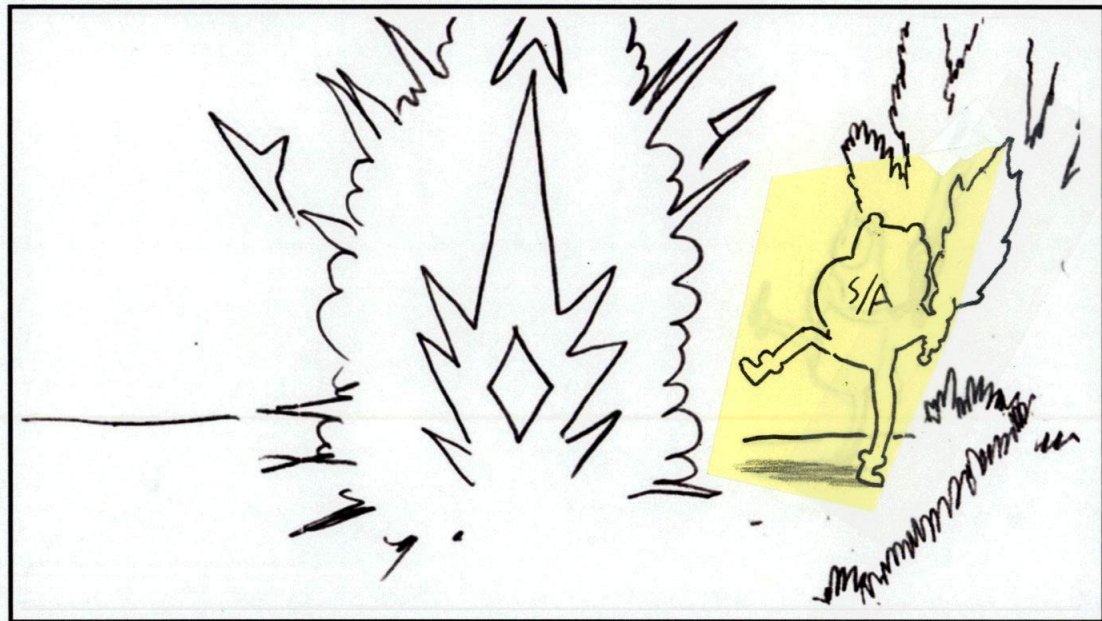
254/192

Sc. 185 *CONT*

Pnl. E

Bg.

day night

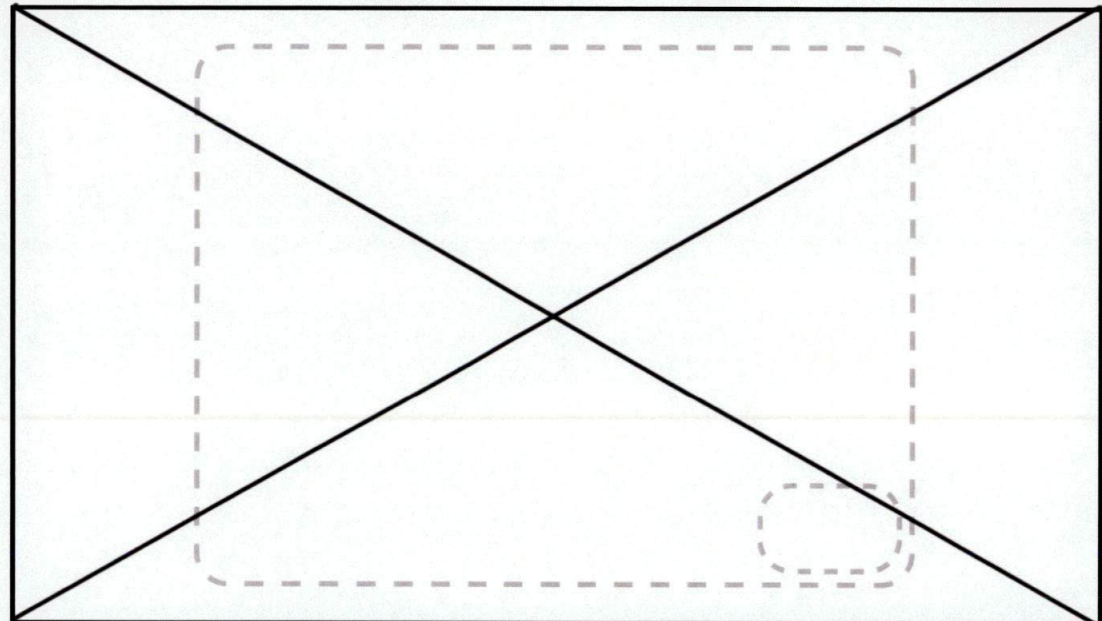


Sc.

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

AUG 18 2014

EPISODE # 1025-192

Production:

1025/192

1025/192

1025/192

ADVENTURE TIME



Sc.

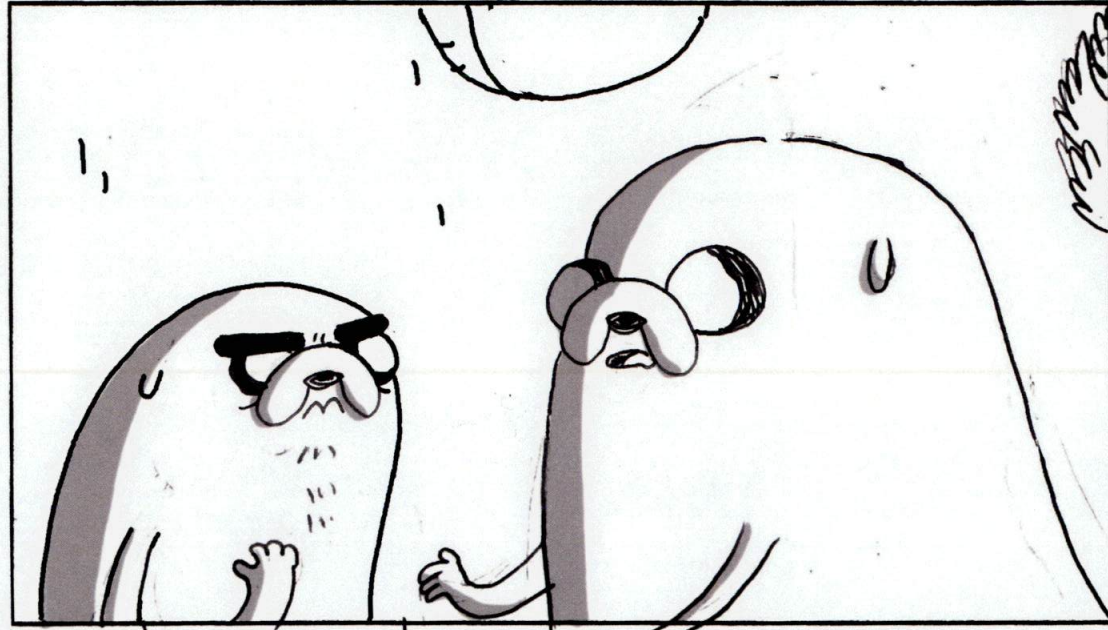
184

Prn.

A

Bg.

day night



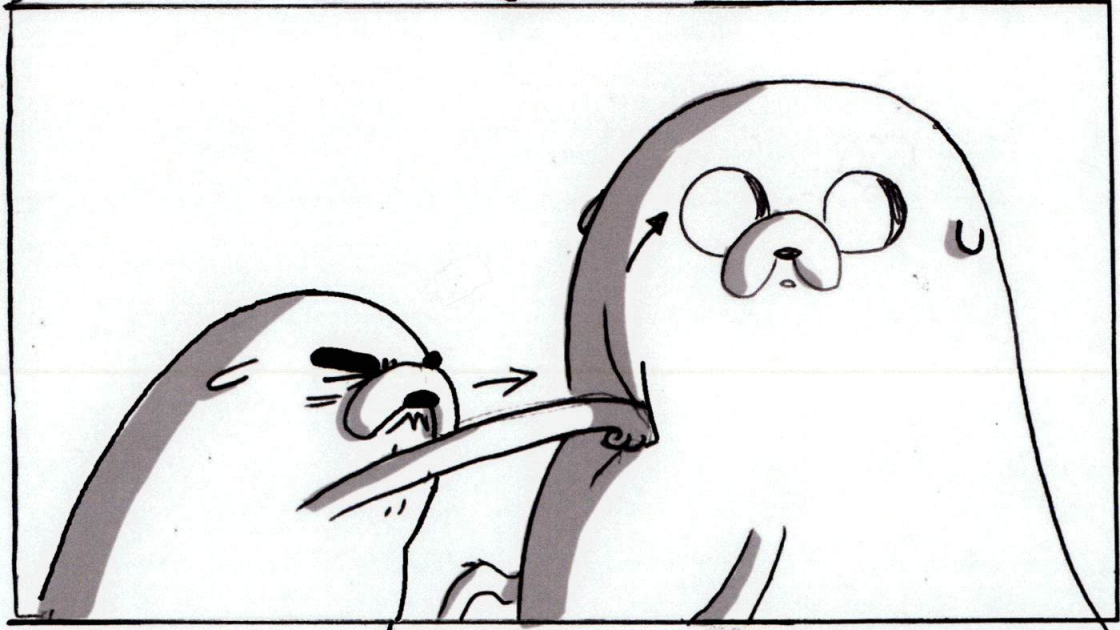
184 CONT

B

Bg.

day night

Page 254



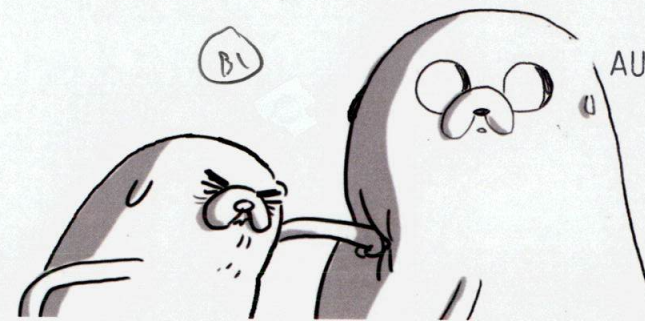
Dialog:

Jake (FLAT) Ow.

Action:

JER. PUNCHES AT J. W/ LESS STRENGTH,

Timing:



AUG 18 2014

EPISODE #

Production :

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1025/192

1025/192

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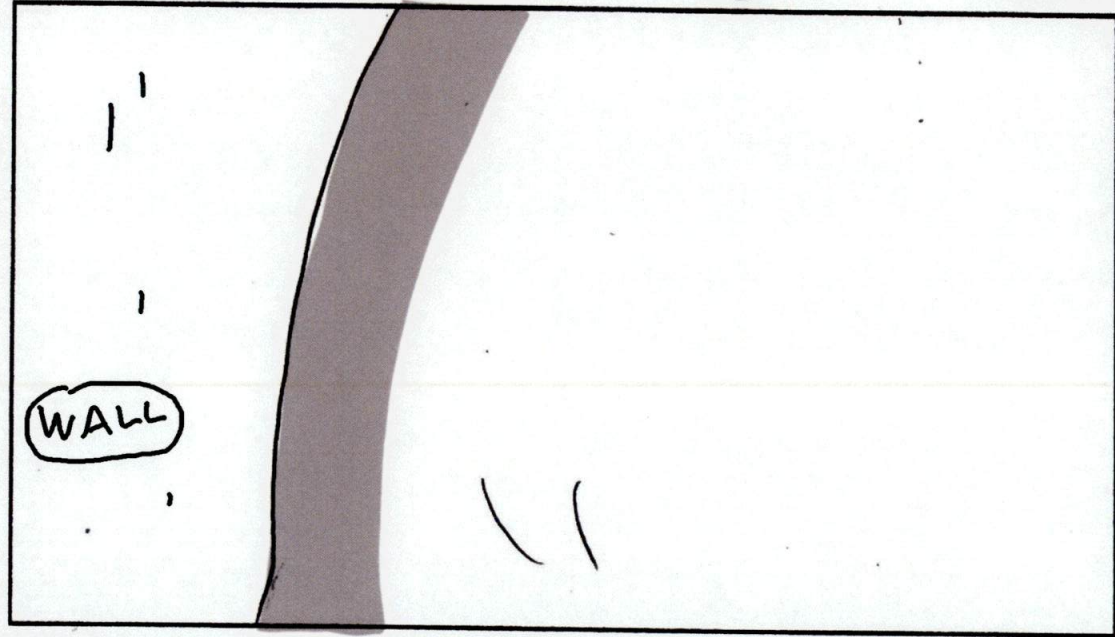
1025/192

He
Curt

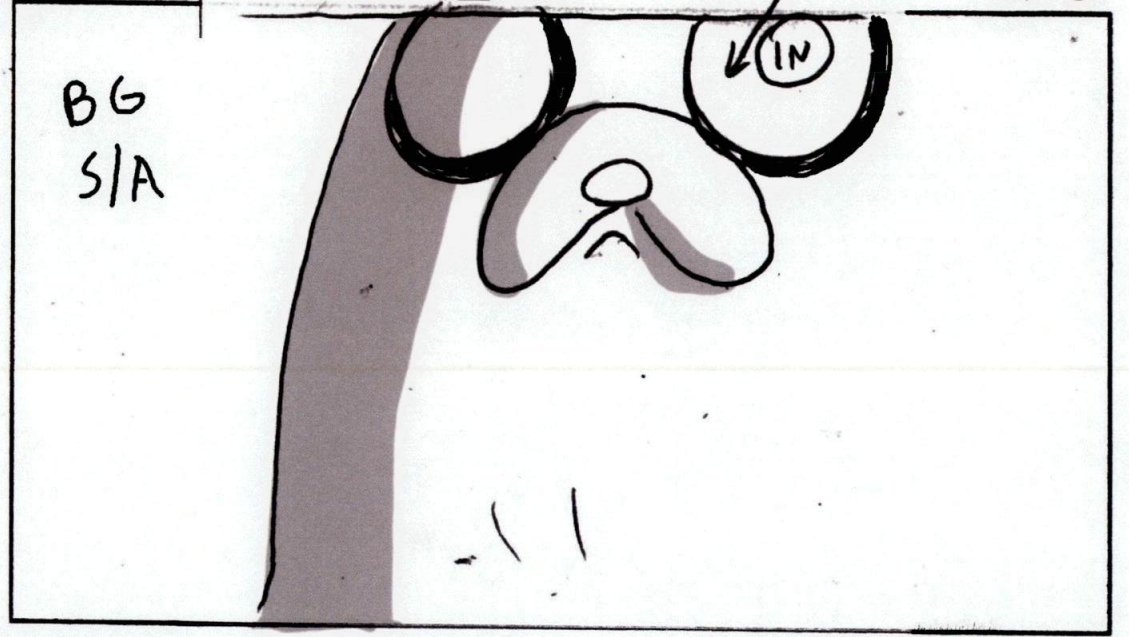
ADVENTURE TIME



Sc. 187 Pnl **A** Bg. day night



Sc. 187 *cont* Pnl **B** Bg. day night



Dialog:

Action:

- J.'s FACE LOWERS ON/S

Timing:

AUG 1 8 2014.

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EPISODE #
1025/192

Production :

1025/192

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ADVENTURE TIME

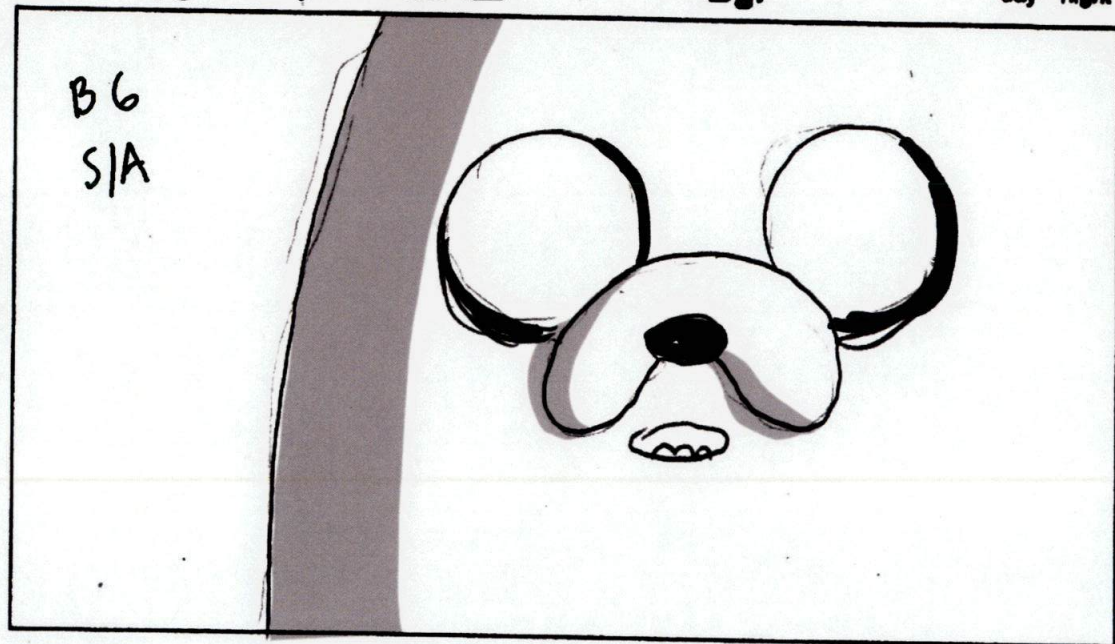


NO SC 188

Sc. 187 *CONT* Pnl. **C**

Bg.

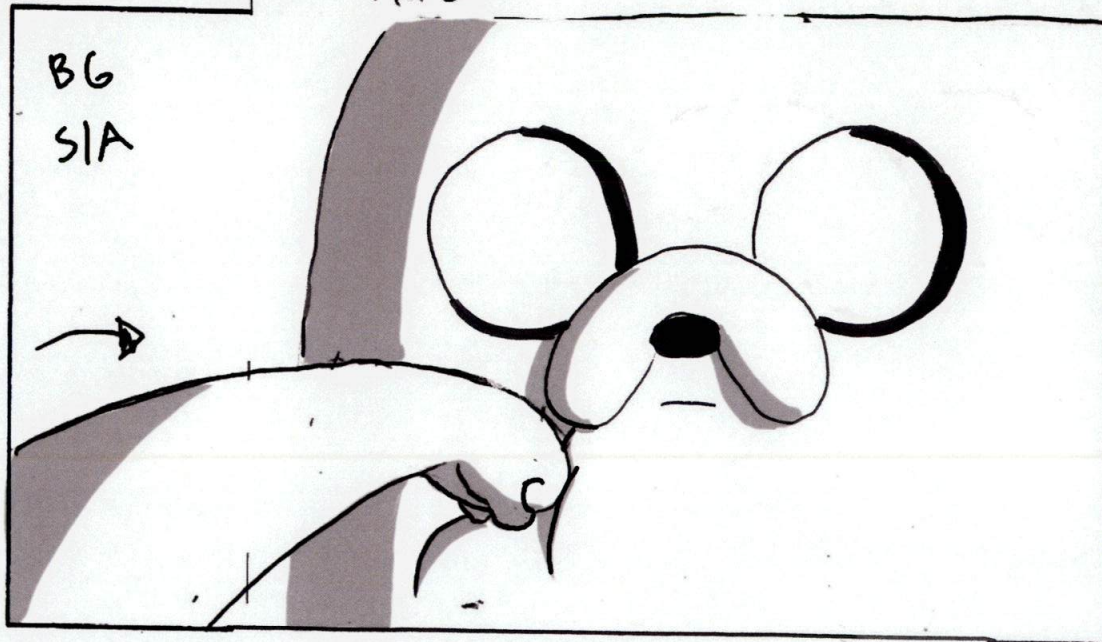
day night



BG
S/A

Sc. 187 *CONT* Pnl. **D**

Pg 256



BG
S/A

Cut

Dialog:

Jake)-- Dad loved us BOTH

SFX: *THP*

Action:

- JER PUNCHES J.

Timing:

AUG 18 2014

Production :

EPISODE #

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1025/192

1025/192

1025/192

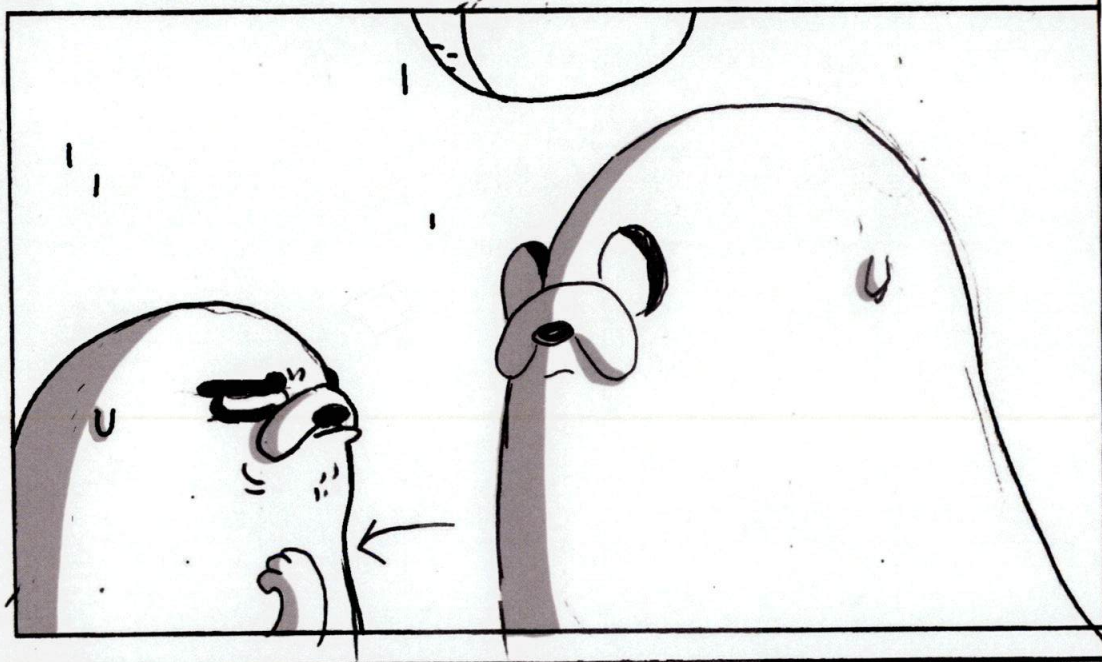
NO
56188

ADVENTURE TIME

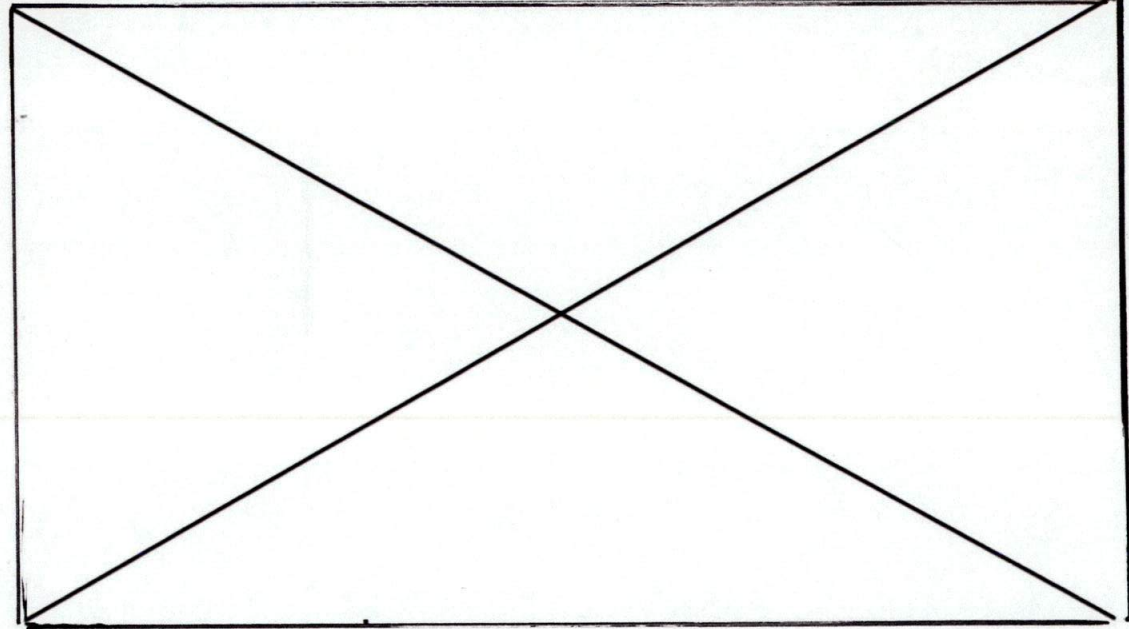


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Sc. 189 Pnl. A Bg. day night



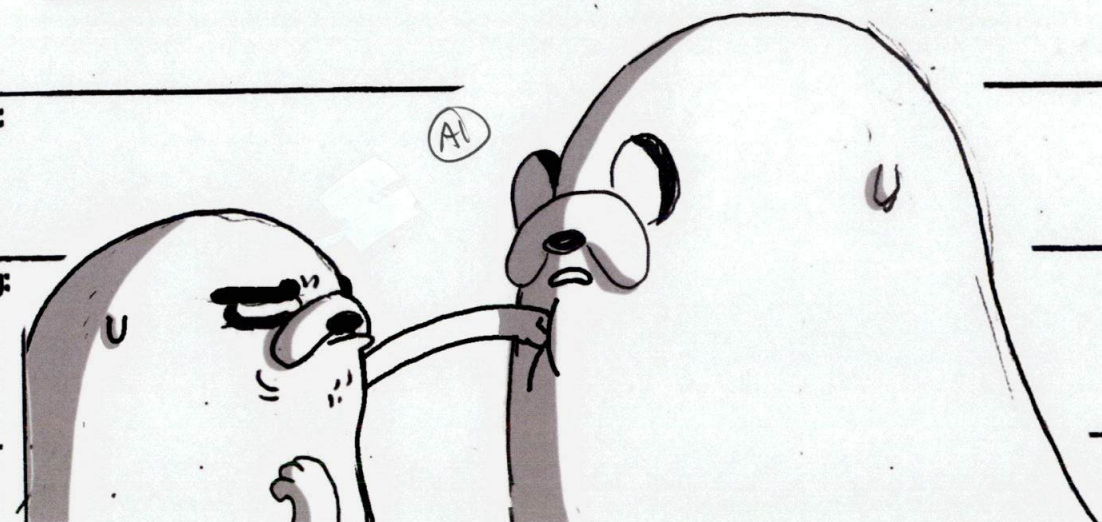
Sc. PNL



Dialog:
Jake)- And you could have left anytime

Action:

Timing:



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1025/192
Production :

1025/192

ADVENTURE TIME



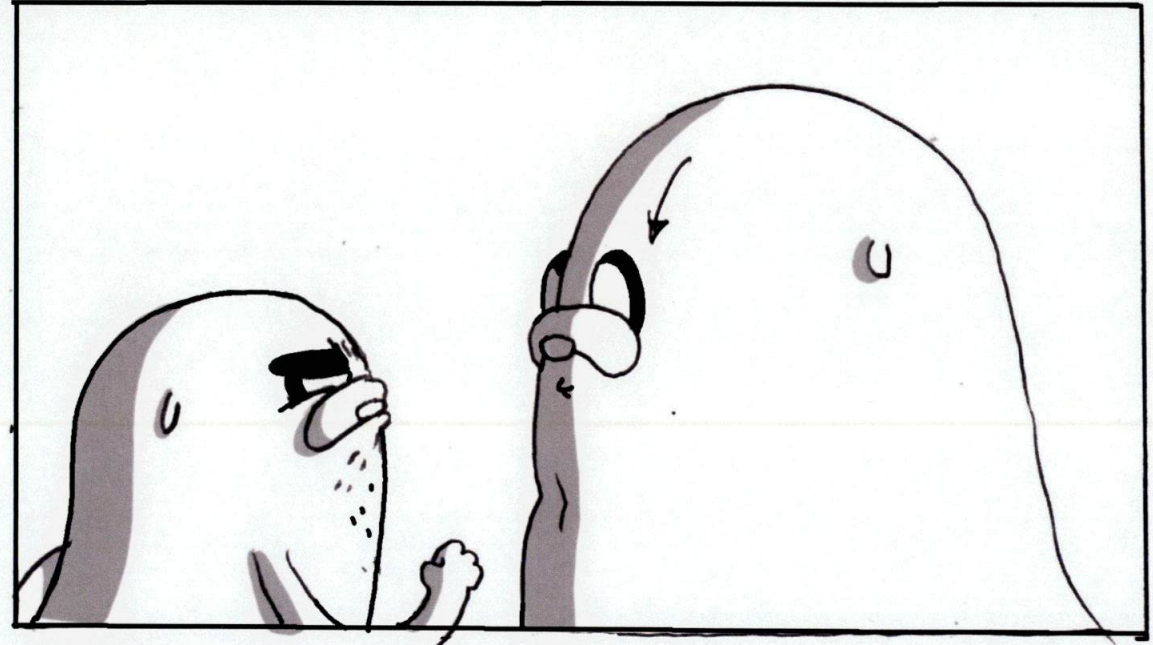
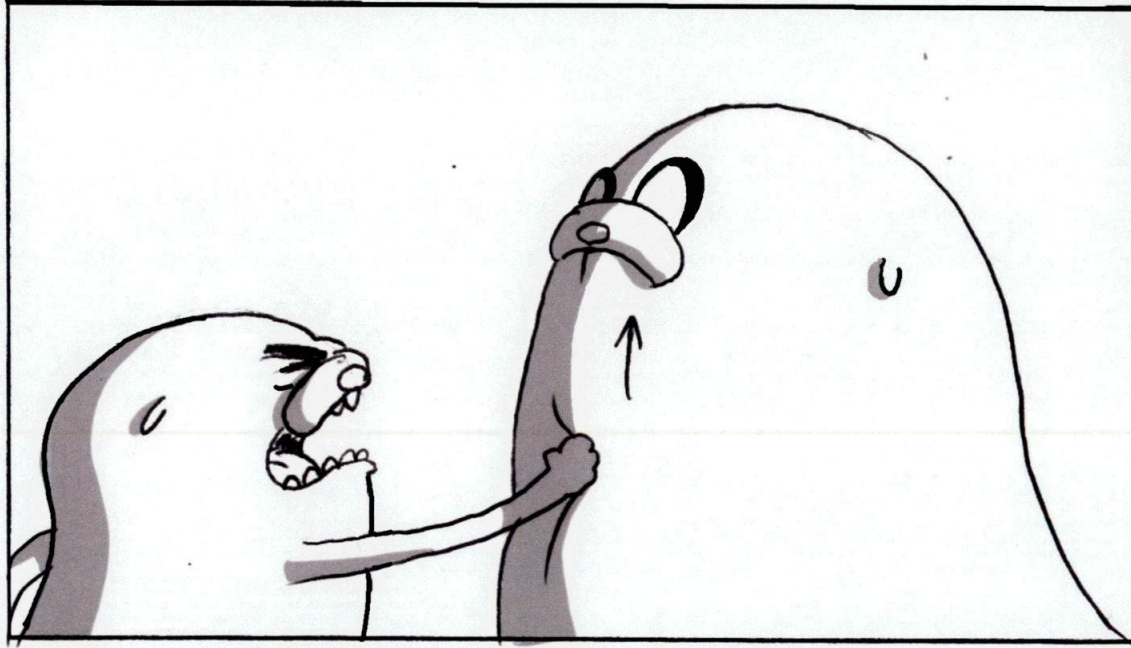
Sc.

189 CONT B

31

189 CONT C

Date 258



Dialog:

Jer)
I KNOW!

Action:

Timing:

AUG 18 2014

EPISODE #

1025/192

Production :

1025/192

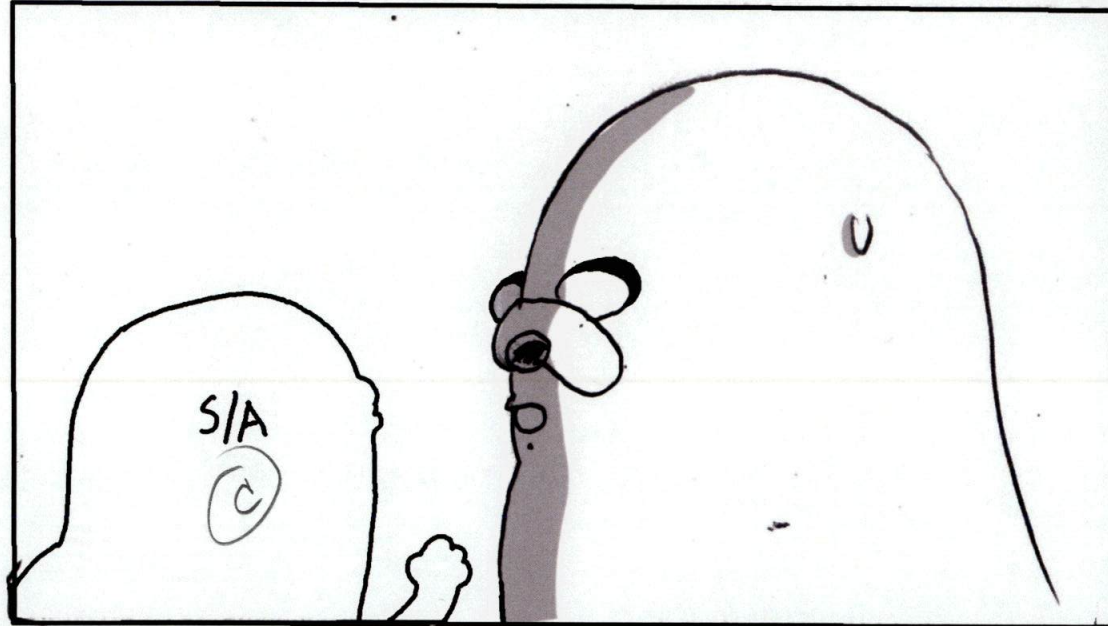
ADVENTURE TIME



sc 189 *cont*

D

Bg

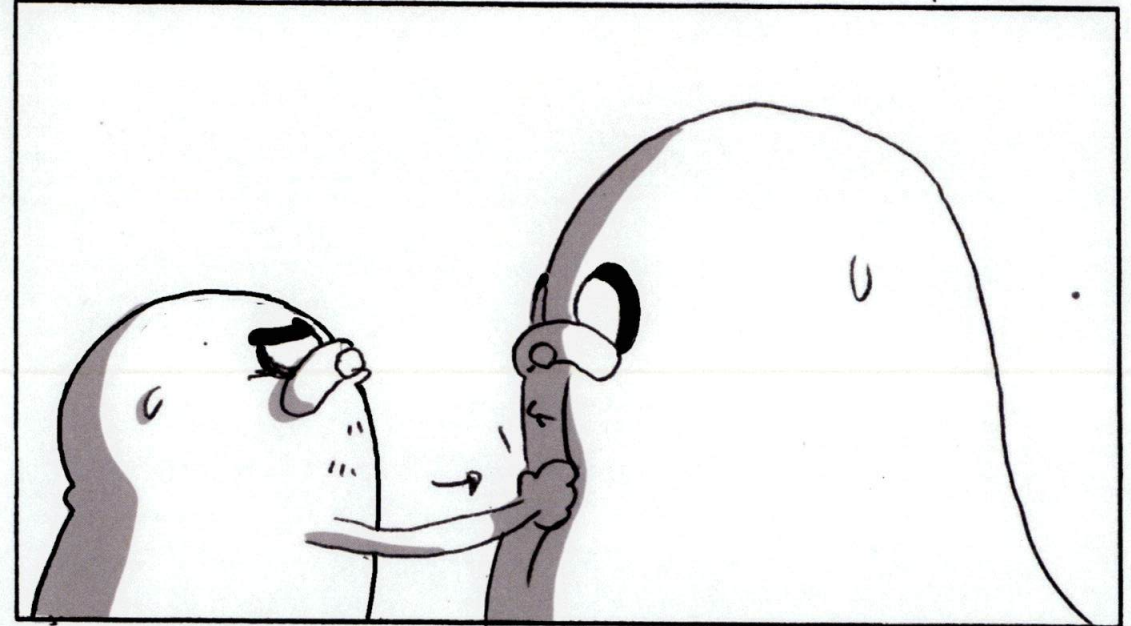


Sc. 189 *cont*

Pnl. E

Bg.

day night



Dialog:

Jake: If you punch me again Im gonna fart

Sfx: THP*

Action:

Timing:

AUG 18 2014

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Production :

1025/192

1025/192
1025/192

ADVENTURE TIME



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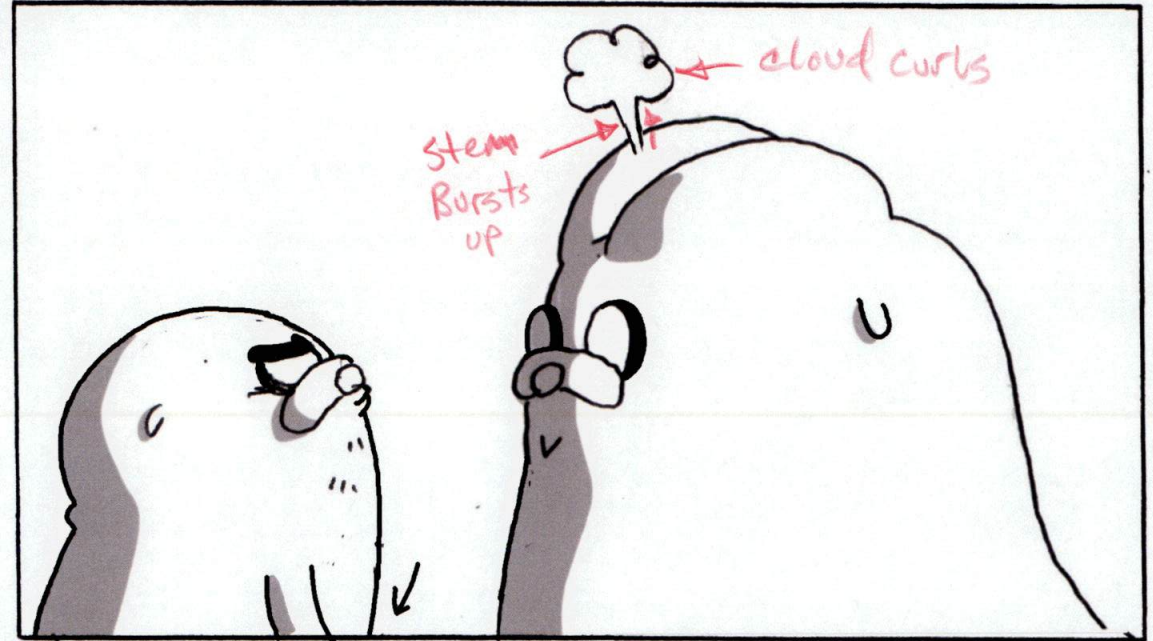
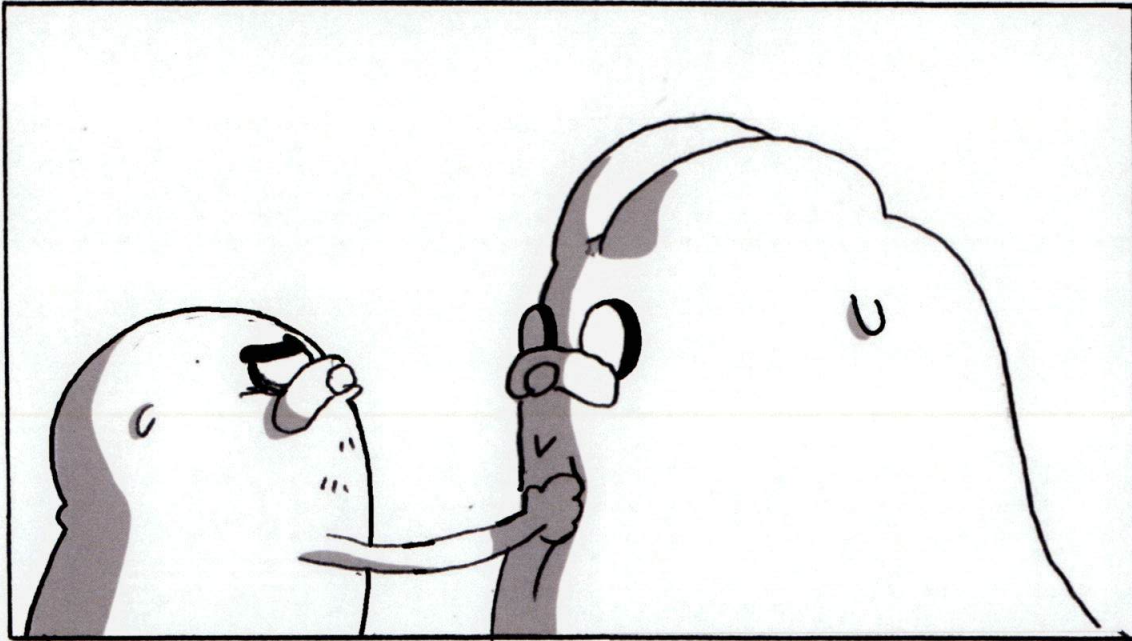
Sc. 189 *cont* Pnl. F

Bg.

day night

Sc. 189 *cont* G

Bg.



Dialog:

(SFX) Farrrt

Action:

Timing:

AUG 1 8 2014

EPISODE #

Production :

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1025/192

1025/192

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*Ho
Cult*

no cut

ADVENTURE TIME



Page 261

Sc. 190

Pnl. A

Bg.

day night



Sc. 190

cut

Pnl. B

Bg.

day night



Dialog:

Jer)--Heh ...

Action:

Timing:

AUG 18 2014

Production :

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1025-192

1025/192

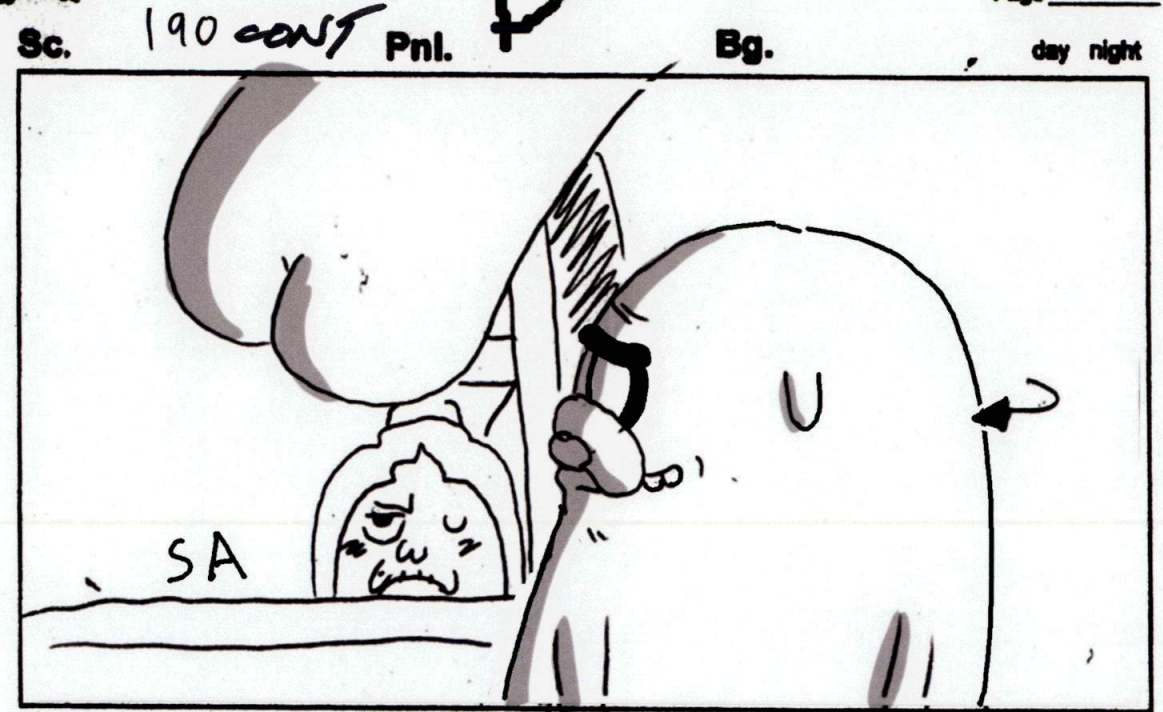
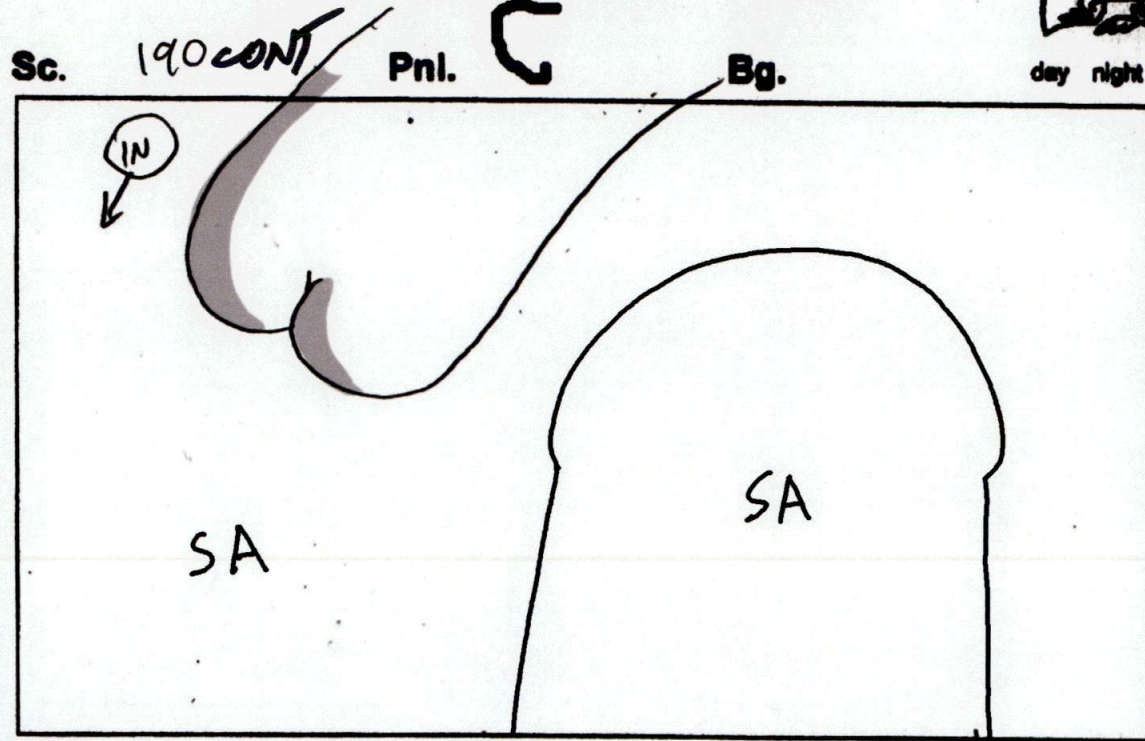
1025/192

1025/192

ADVENTURE TIME



Page 262



Dialog:

Jer: HEH...HEH...

SFX: *FRIT*

Action:

- Jake's butt farts on the shelf of goods

Timing:

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Production :

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ADVENTURE TIME

NO
SC
191



Hi
Cut

Page 263

Sc. 190

CONT

Pnl. E

Bg.

day night

Sc.

192

Pnl. A

Bg.

day night



Dialog:

JER: HEH HEH, Oh man ...

Action:

Timing:

AUG 18 2014

EPISODE #

Production :

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1025/192

ADVENTURE TIME

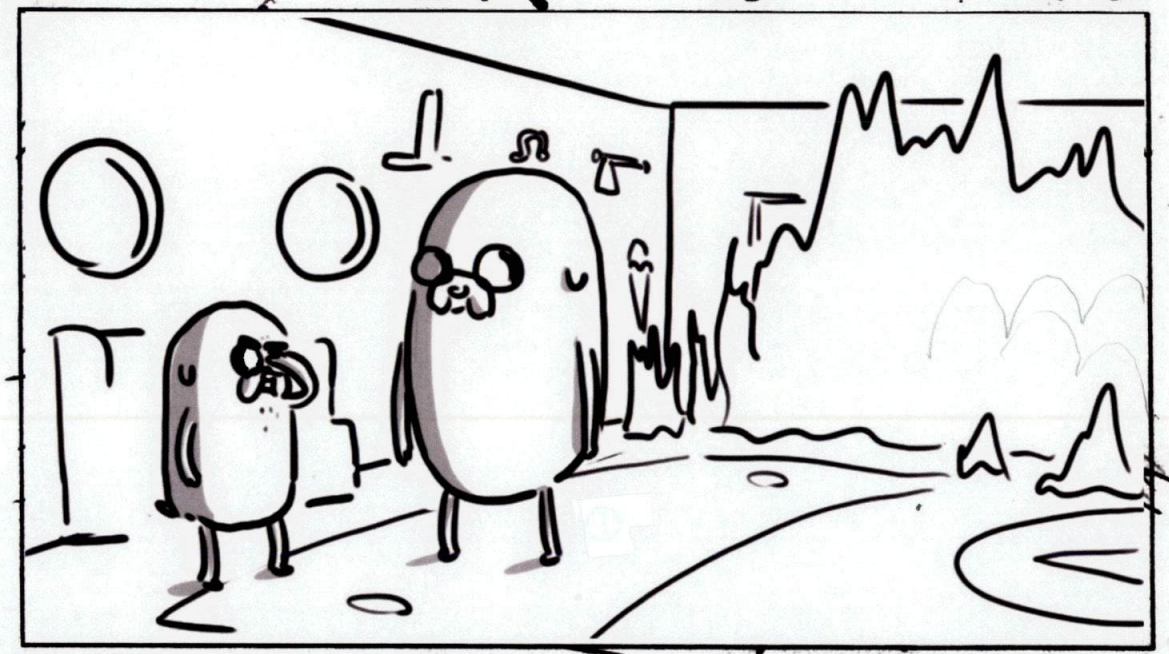
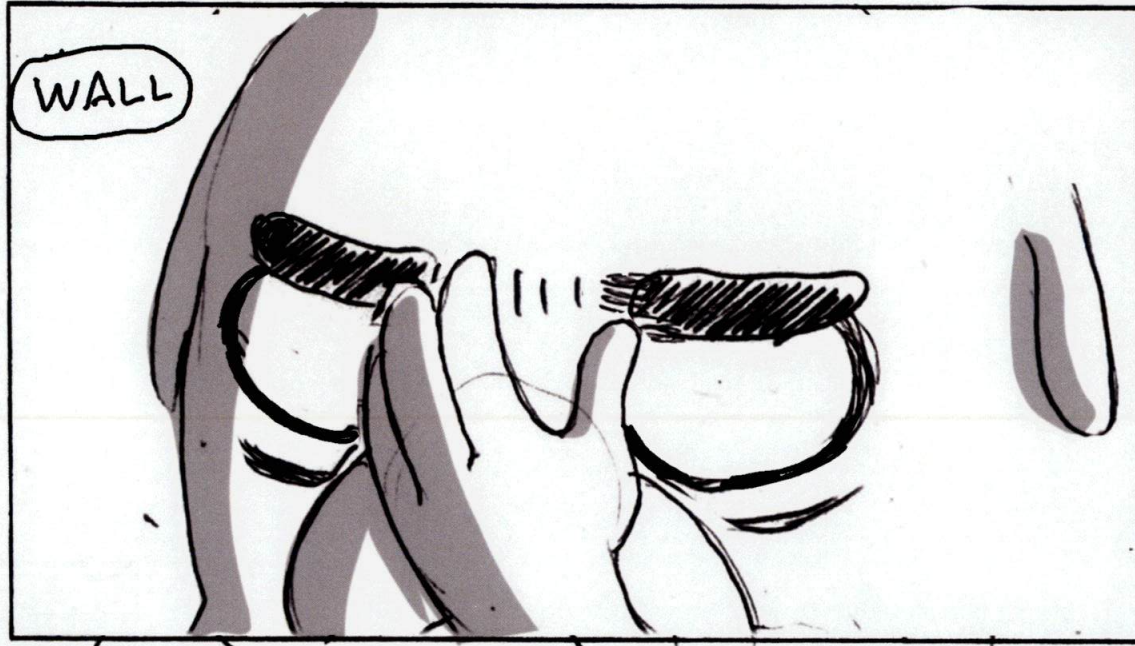


Ho cut

Page 264

Sc. 192 *CONT* Pnl. **B** Bg. day night

Sc. 193 Pnl. **A** Bg. day night



Dialog:

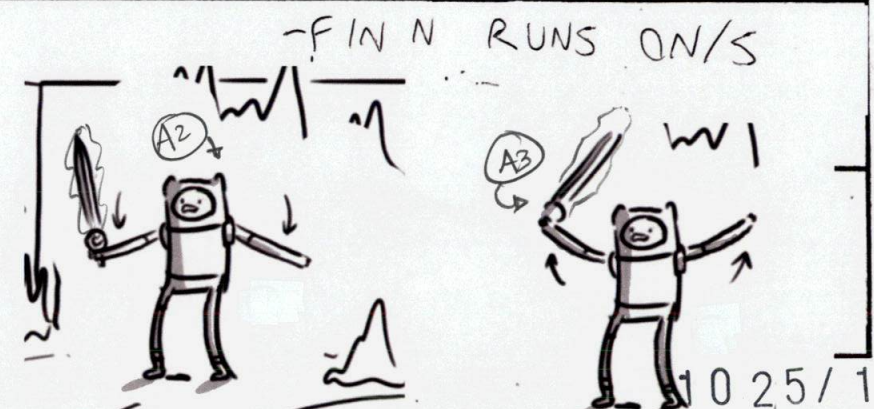
JER: I've really built my own cage.

Finn/ Guys guys guys!

AUG 18 2014

Action:

Timing:



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EPISODE #

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1025/192

Production :

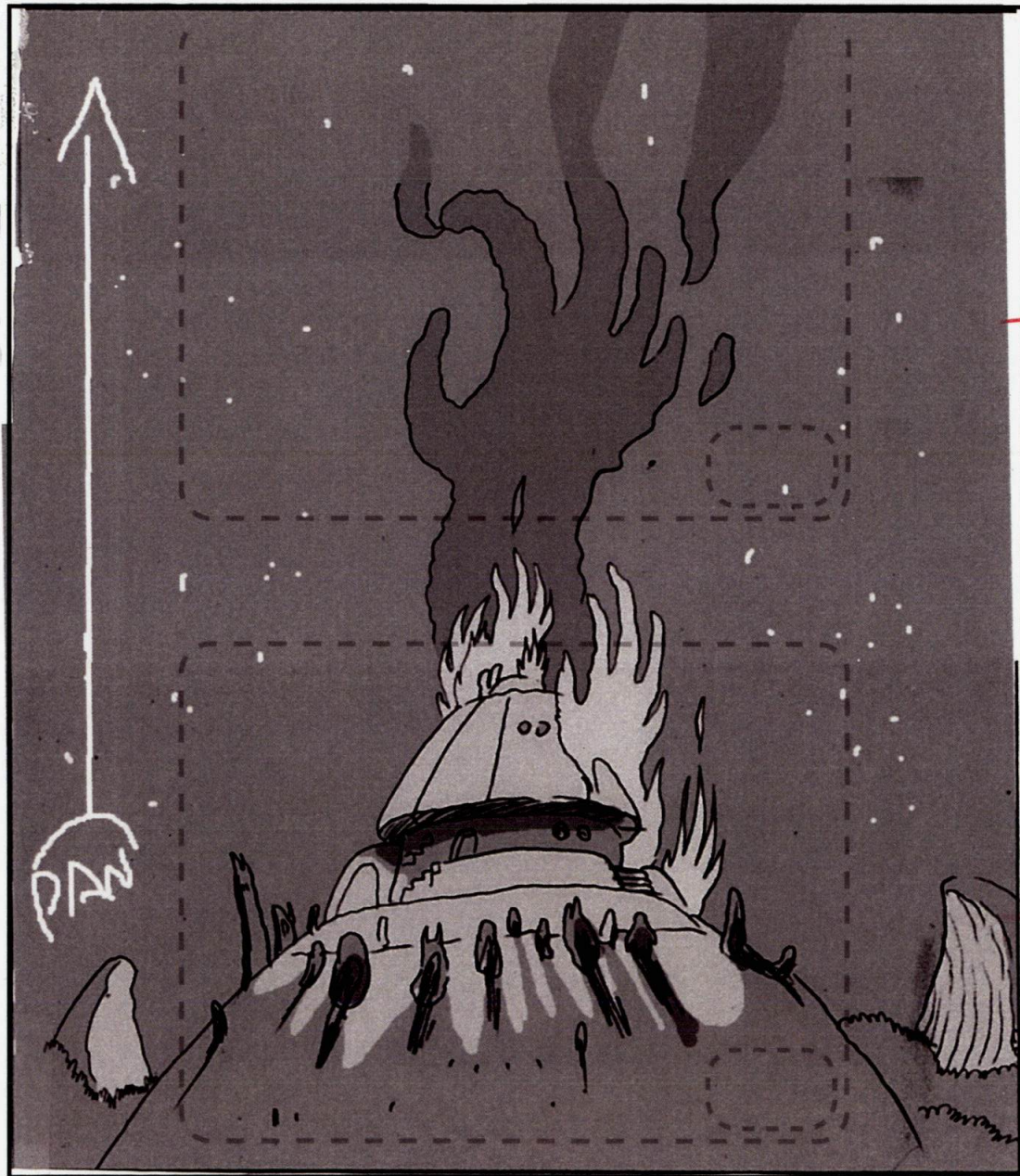
1025/192

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Cut

Sc 194

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Stop
B

Vert
Pan ↑

Start

Cut

Dialog:	F (o.s.): This whole place is burning down!
Action:	
Timing:	AUG 18 2014

ADVENTURE TIME



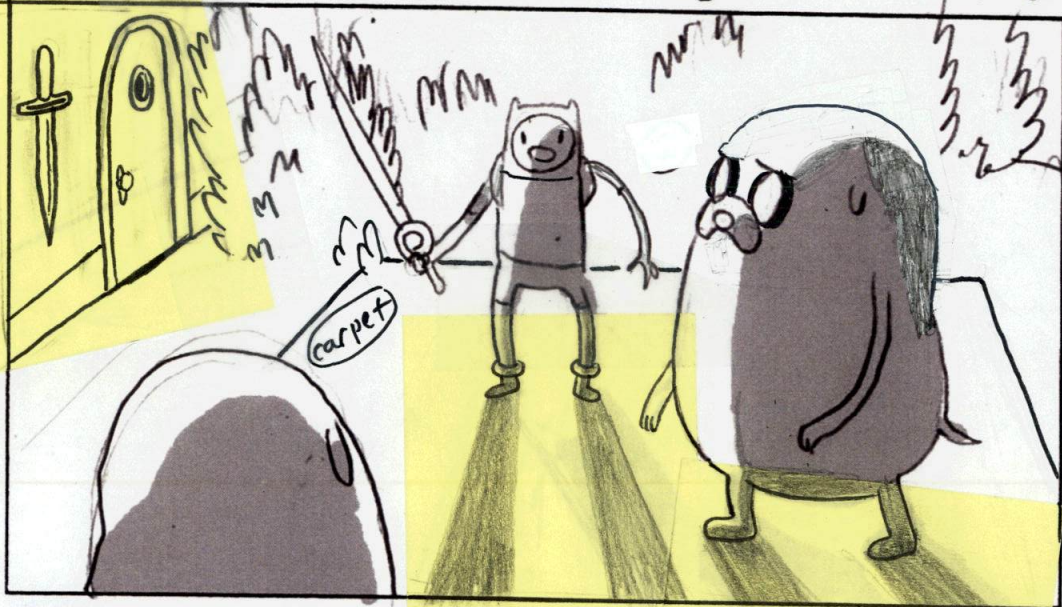
HO
OUT

Sc. 195

Pnl. A

Bg.

day night



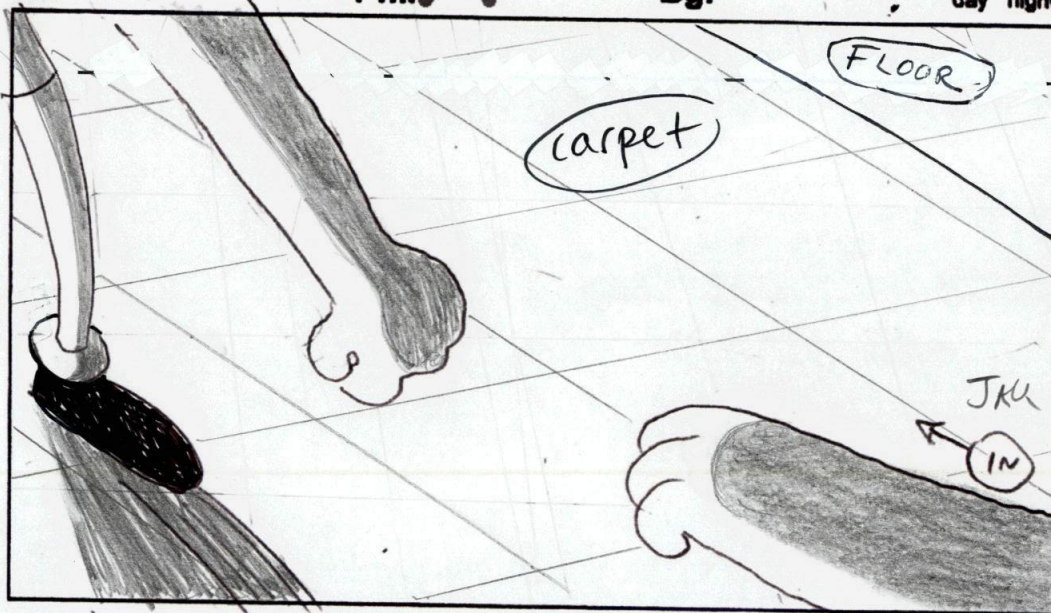
Sc.

195A

Pnl. A

Bg.

day night

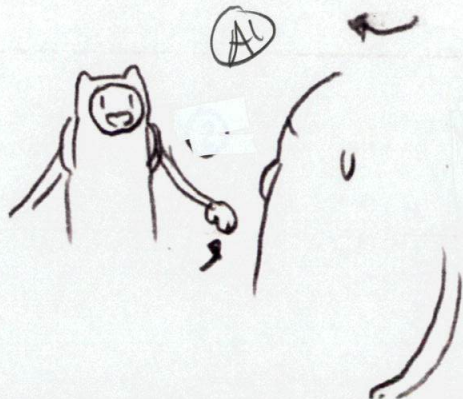


Dialog:

E: SO IF YOU'RE
done being angry bonkers we LETS work together

Action:

Timing:



-J.'S FIST COMES ON/S

AUG 18 2014

EPISODE #

1025-192

1025/192

Production :

1025/192

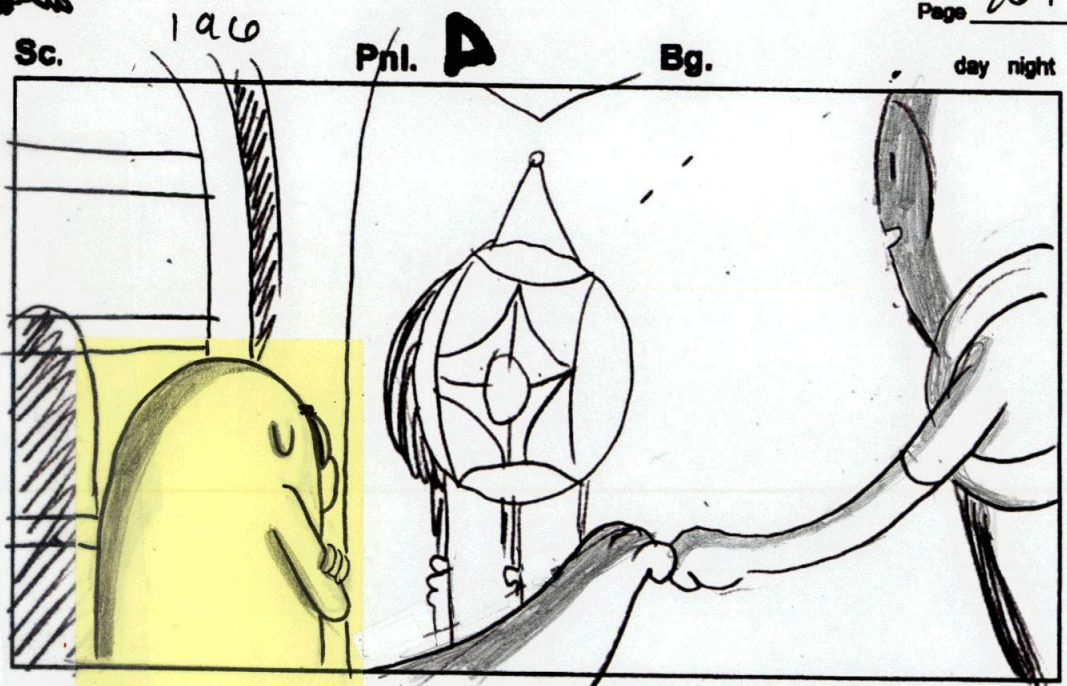
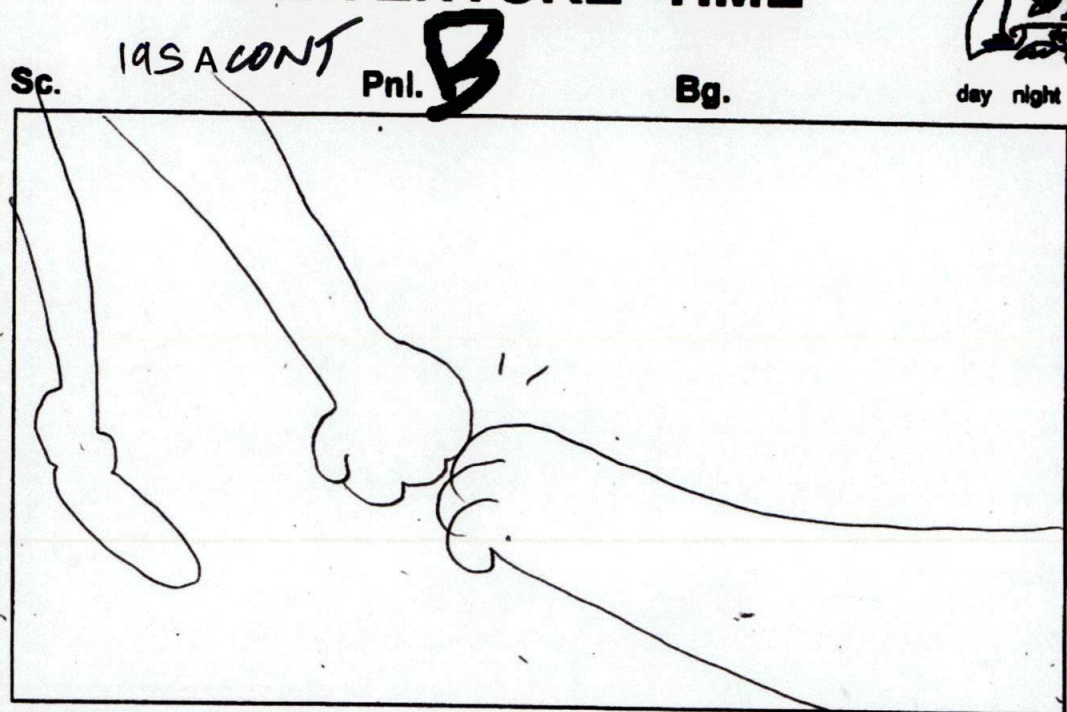
1025/192

ADVENTURE TIME



HO
Cut

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Dialog:	
Action:	-FISTS BUMP.
Timing:	

F)--Jermaine..?

AUG 18 2014

EPISODE #

Production :

1025-192

1025/192

1025/192

1025/192

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ADVENTURE TIME

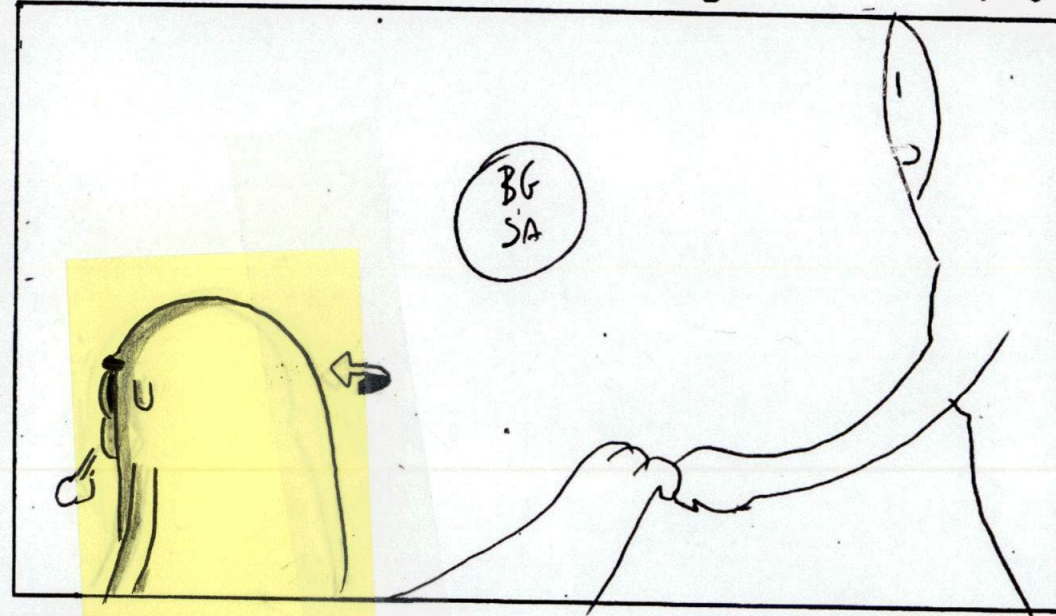


NO SC'S 197-198

Sc. 196 *CONT* Pnl. B

Bg.

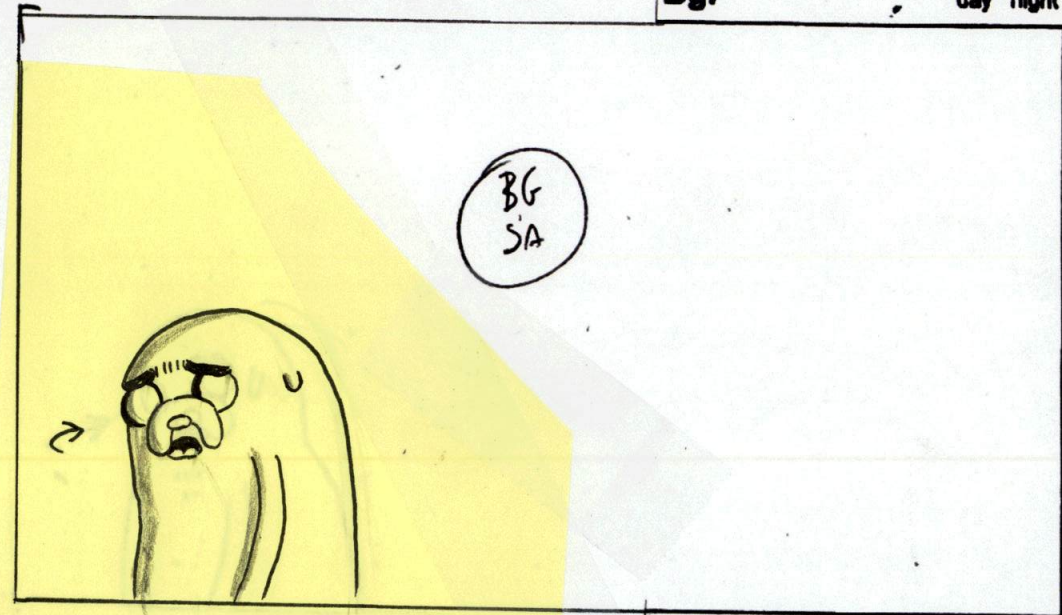
day night



Sc. 196 *CONT* Pnl. C

Bg.

day night



Dialog.

F)-
You gonna leave me hanging bro ?

Jer)- let it burn

Action:

Timing:

AUG 18 2014

hu cut

1025-192

EPISODE #

1025/192

Production :

1025/192

1025/192

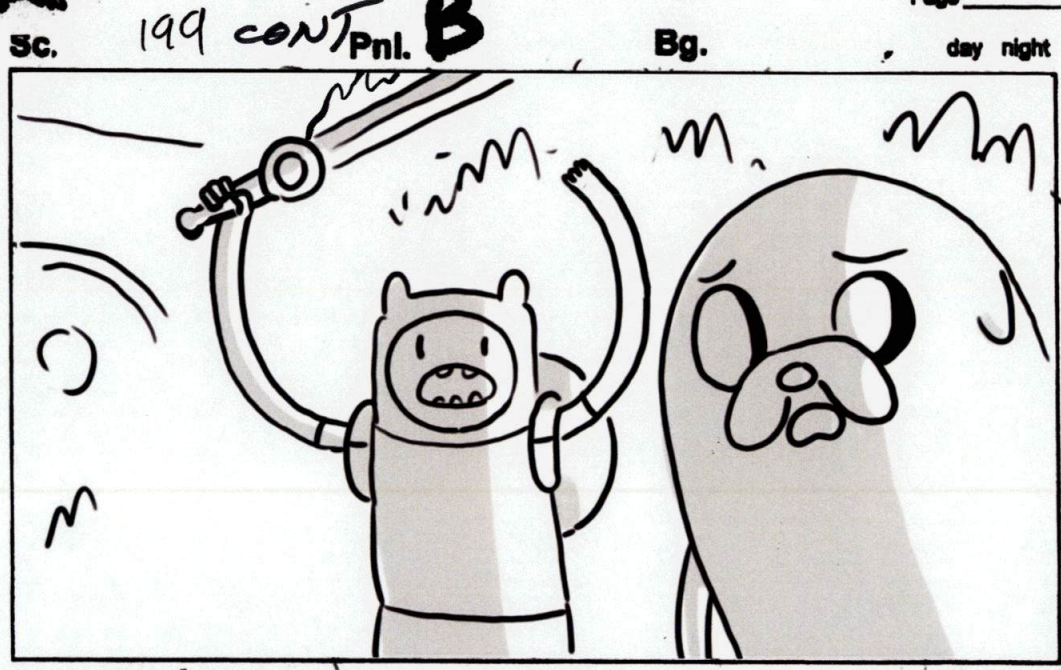
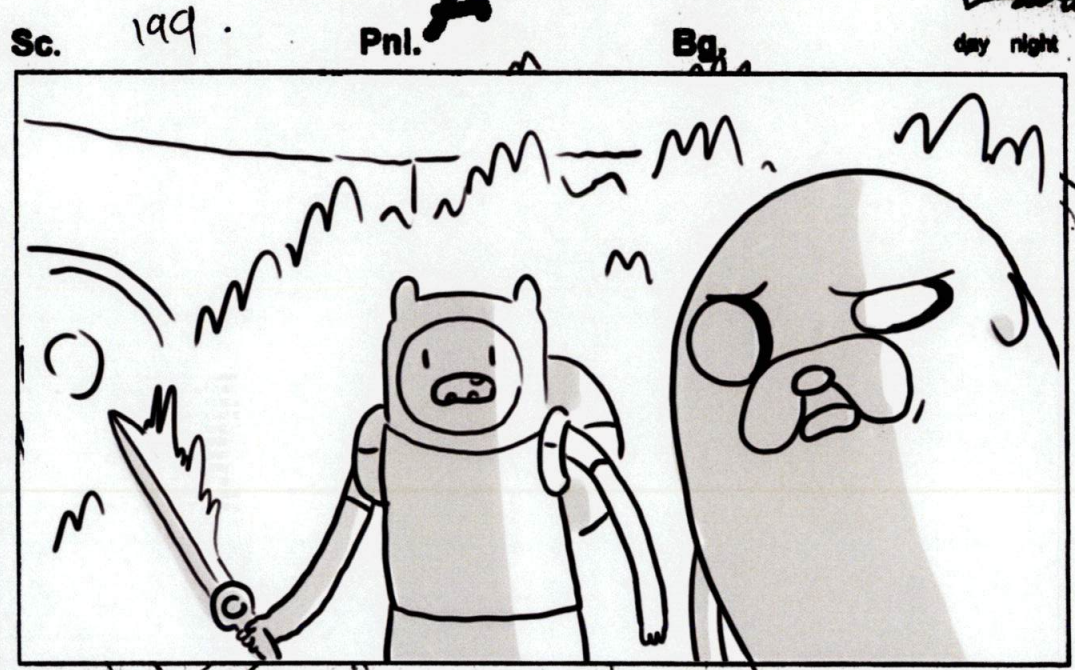
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ADVENTURE TIME



NO SC 200

Page 269



Dialog:	Jake)-- huh?	Finn)-But ALL of DAD'S STUFF!
Action:		
Timing:		

AUG 18 2014

EPISODE #

Production :

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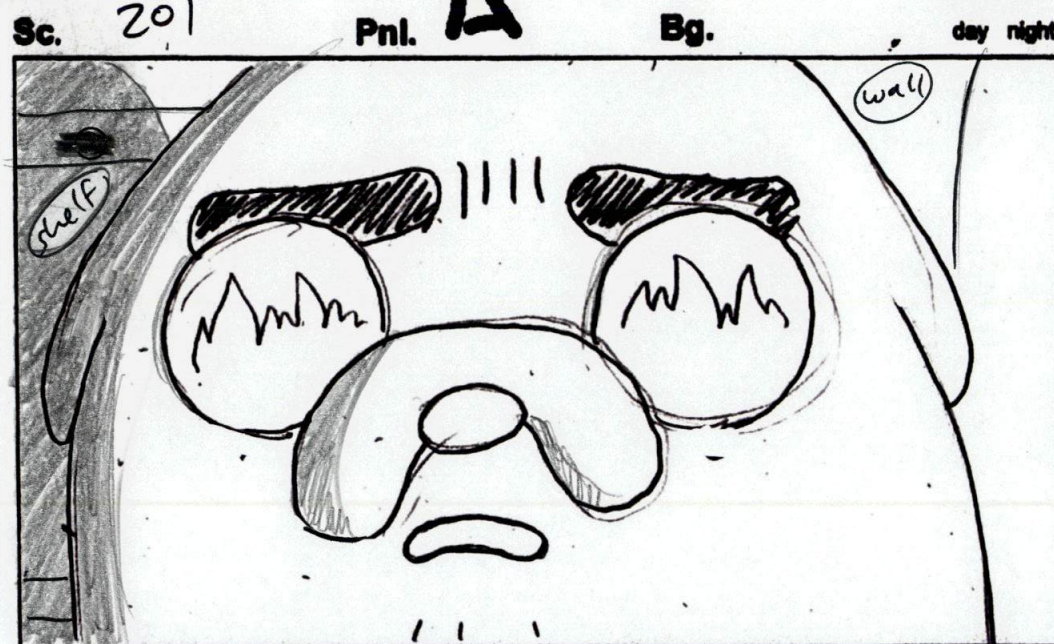
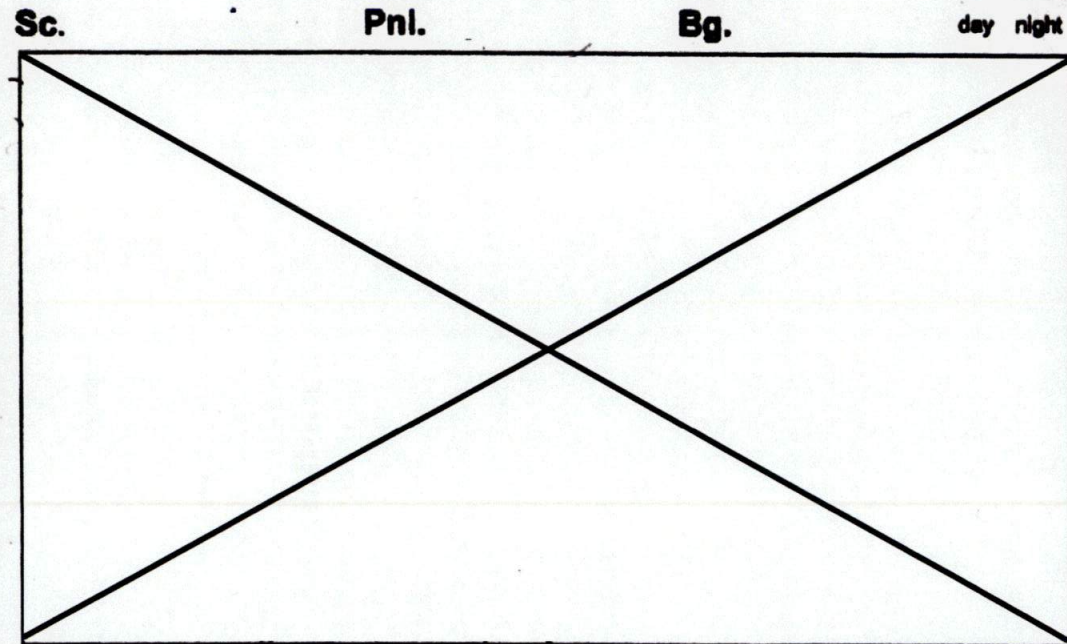
1025/192

1025/192

1025/192

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ADVENTURE TIME



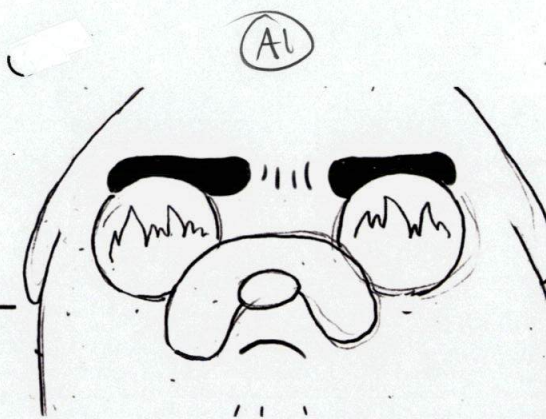
Dialog:

Jer) No...

Action:

- JGR. WATCHES FIRE

Timing:



AUG 18 2014

EPISODE #

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Production :

1025/192

1025/192

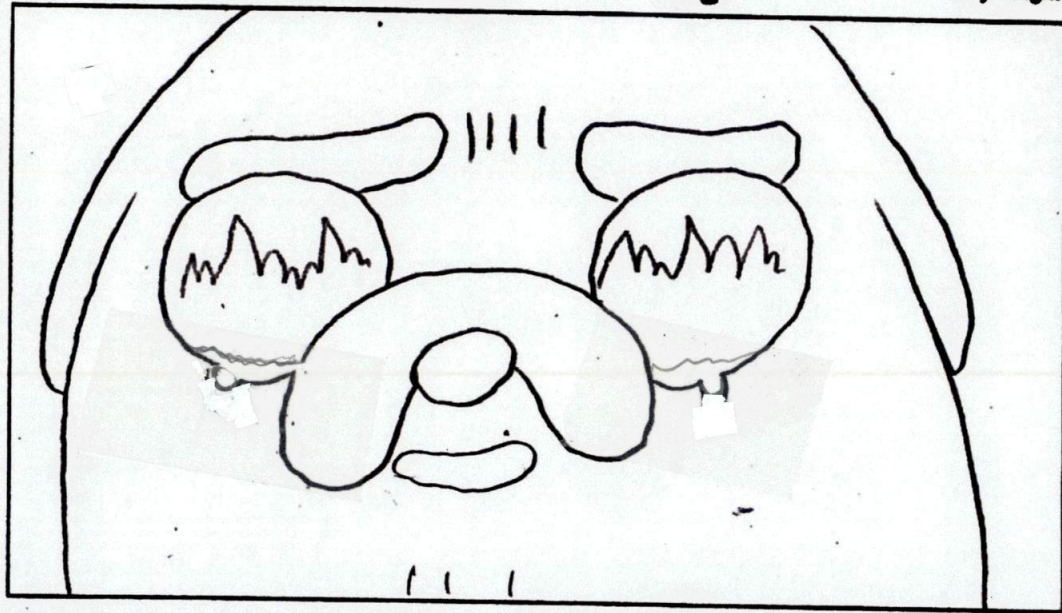
ADVENTURE TIME



cut w/ wine @ post

Page 271

Sc. 201 *CONT* Pnl. **B** Bg. day night



<p>Dialog:</p> <p><u>Jer</u>) I think it's alright.</p>	<p>(B)</p>
<p>Action:</p> <p>-JER, TEARS UP A LITTLE,</p>	
<p>Timing:</p>	<p>AUG 18 2014</p>

EPISODE #

Production :

1025-192

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1025/192

1025/192

Cut w/wipe
w/post

ADVENTURE TIME



Sc.

202

Pnl.

A

Bg.

day night

Sc.

202 CONT

Pnl.

B

Bg.

page 272
day night

272A NEXT



Dialog:

F)--The salt line got broken ...

Action:

Timing:

EPISODE #

Production :

AUG 18 2010

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1025-192

1025/192

1025/192

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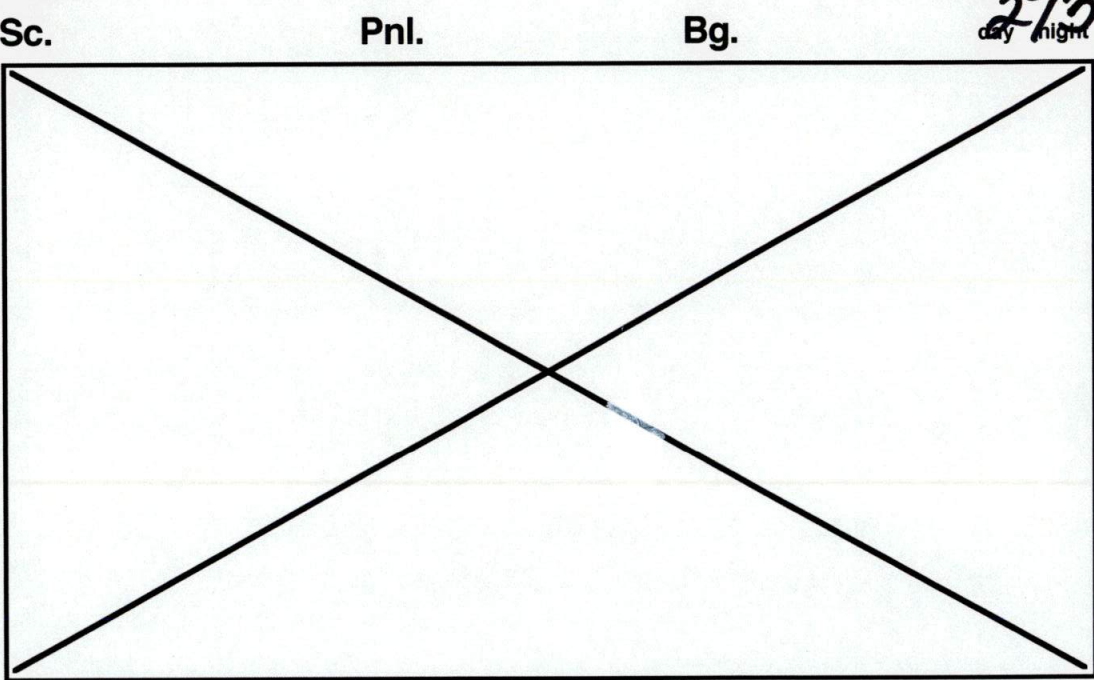
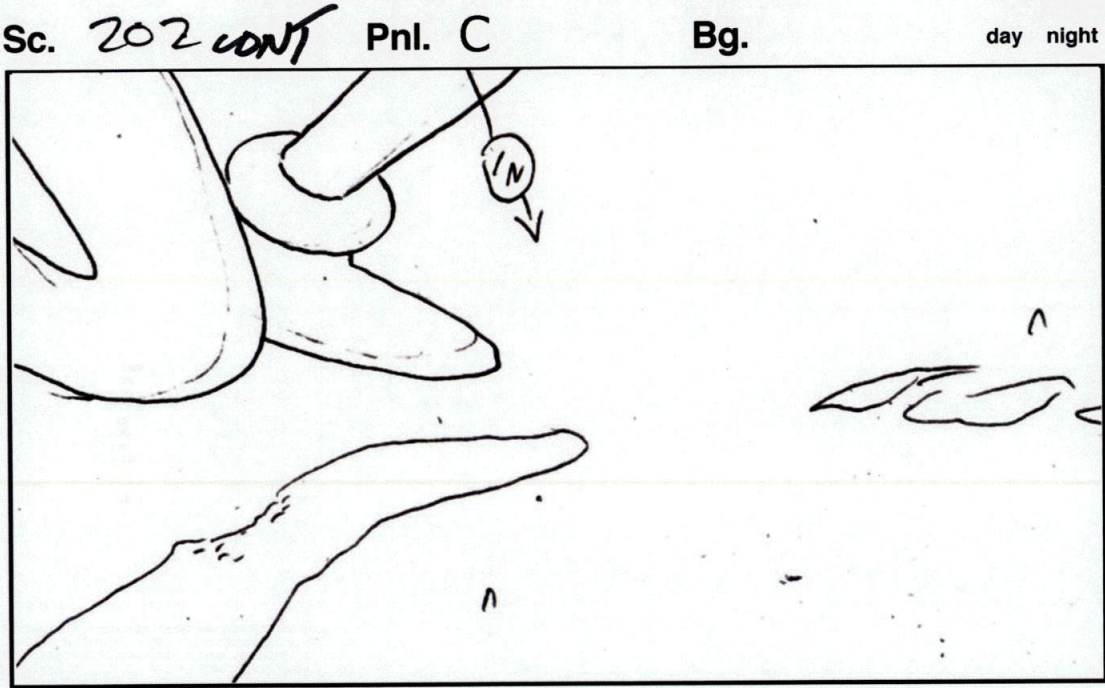
10 25 / 192

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ADVENTURE TIME



Page 272A
273 NEXT



Dialog:

Action:

Timing:

AUG 18 2014

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Production:

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10 25 / 192

1025/192

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ADVENTURE TIME



HO CUT

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Sc. 202 CONT Pnl. D Bg. (12) day night

Sc. 203 Pnl. A Bg. day night

FINN: BUT WHERE'D ALL THE D.S GO?

AUG 18 2014

(DI)

(A1)

(A2)

EPISODE # 1025-192

Production : 1025/192

ADVENTURE TIME



HO
CUT

Page 274

Sc. 203 CONT Rpt B

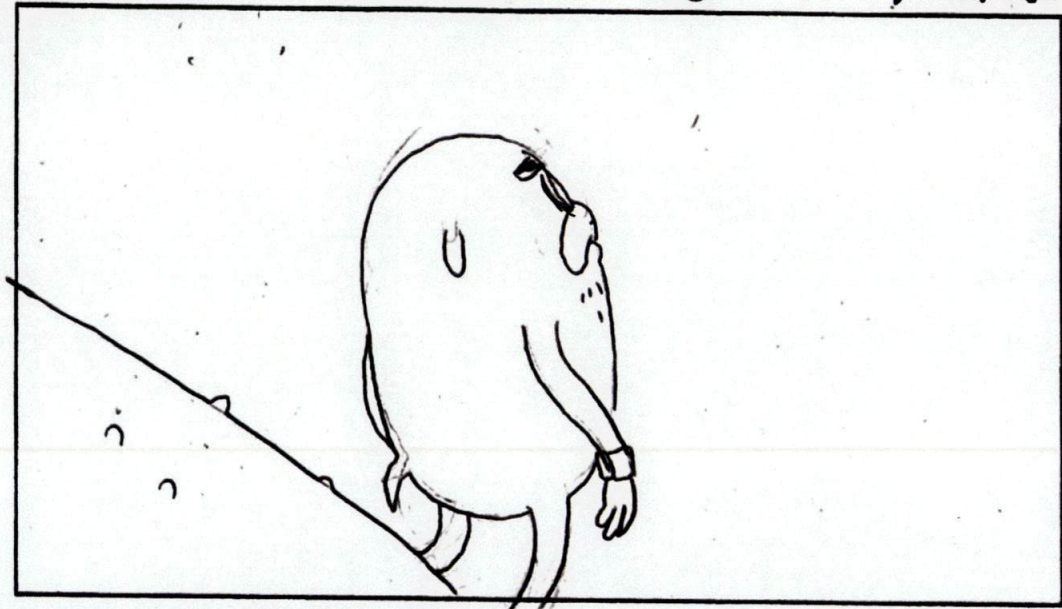
day night

Sc. 204

Pnl. A

Bg.

day night



Dialog:

Jake)--Maybe with their stuff gone --

J: (O/S) THEY HAD NO REASON TO STAY.

Action:

-J. FLOPS BACK

MIG 18 2014

Timing:

EPISODE #

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Production :

1025/192

1025/192

1025/192

ADVENTURE TIME

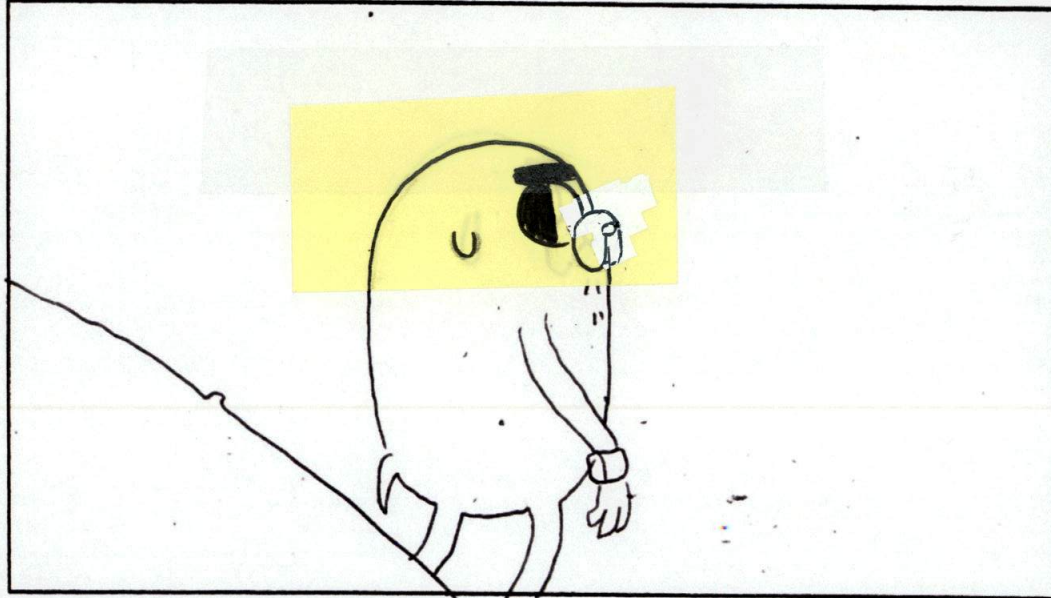


Page 275

Sc. 204 CONT Pnl. B

Bg.

day night



Sc. 204 CONT Pnl. C

Bg.

day night



Dialog:

SFX: *BORK BORK (Jer- watch alarm goes off)*

Jer OH NO!
THE TAPE!

Action:

AUG 18 2014

Timing:

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1025/192

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ADVENTURE TIME



NO SC
205

Page 276

Sc.

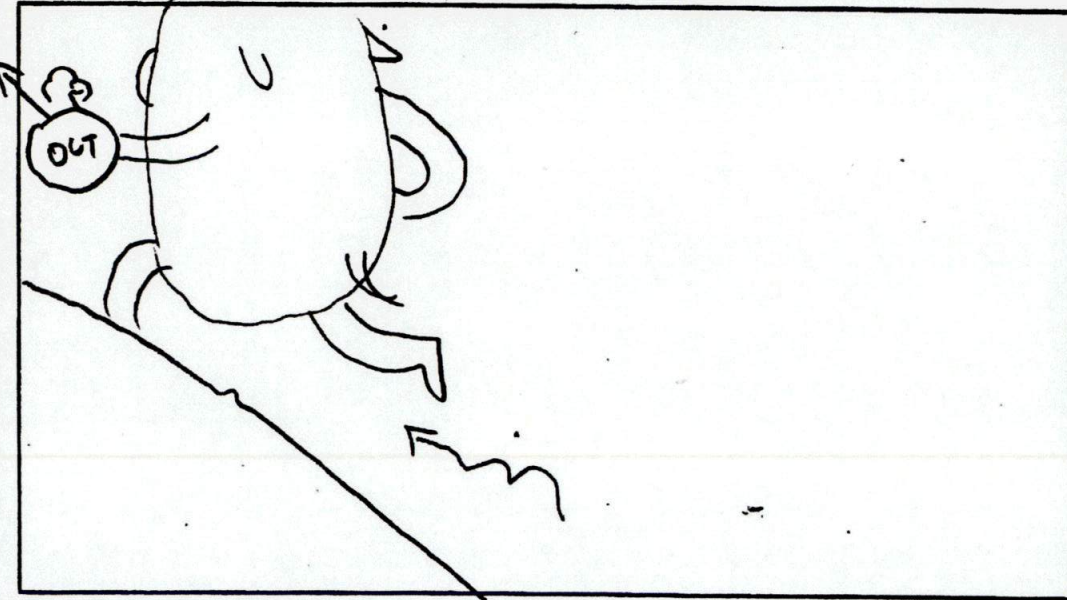
204 *CONT*

Pnl.

D

Bg.

day night

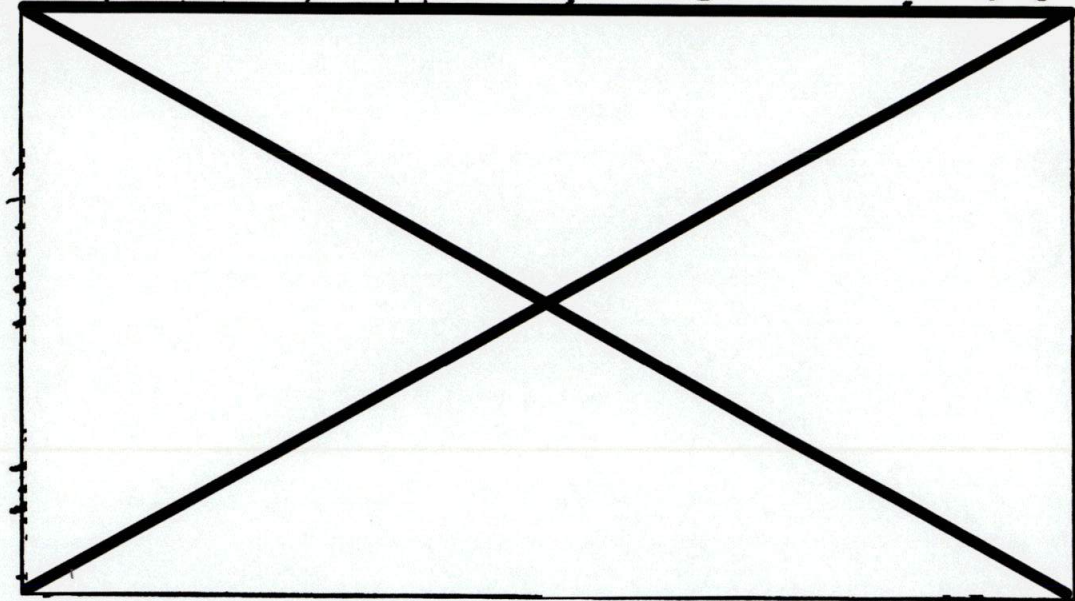


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- JER. RUNS OFF/S.

Timing:

AUG 18 2014

Production :

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1025/192

1025/192

1025/192

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Cut

ADVENTURE TIME



Page 277

Sc. 206

Pnl. A

Bg.

day night

Sc. 206 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

AUG 18 2014

Timing:

EPISODE #

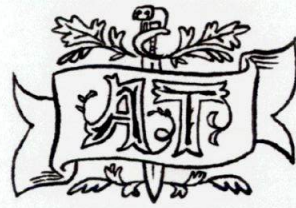
1025/192

Production:

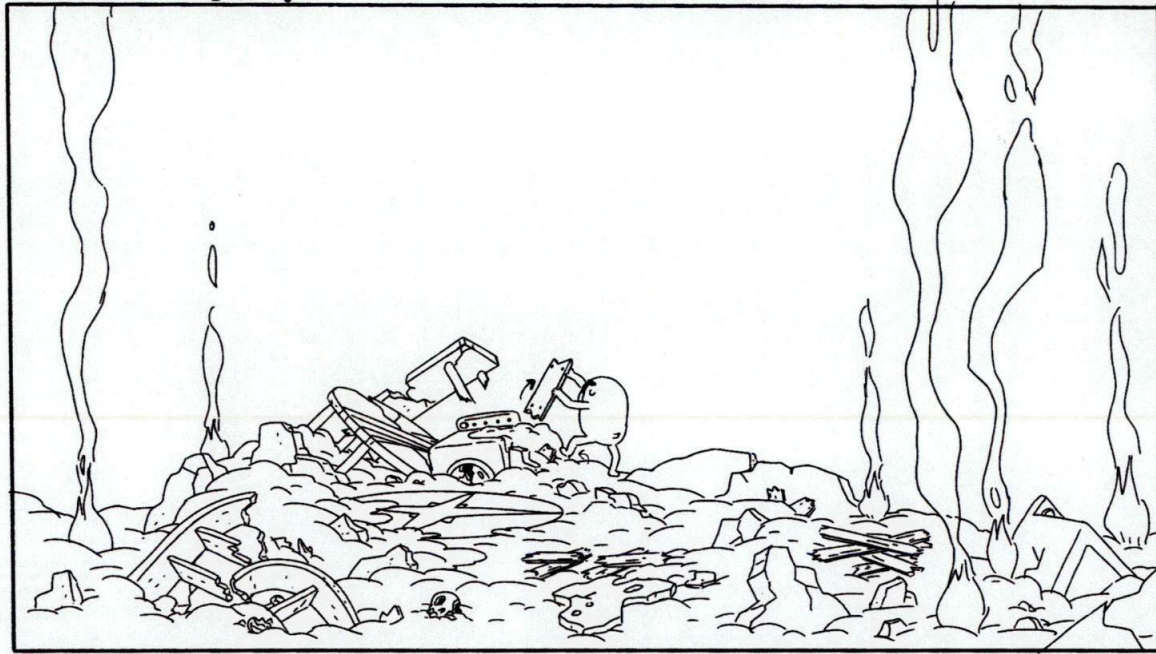
1025/192

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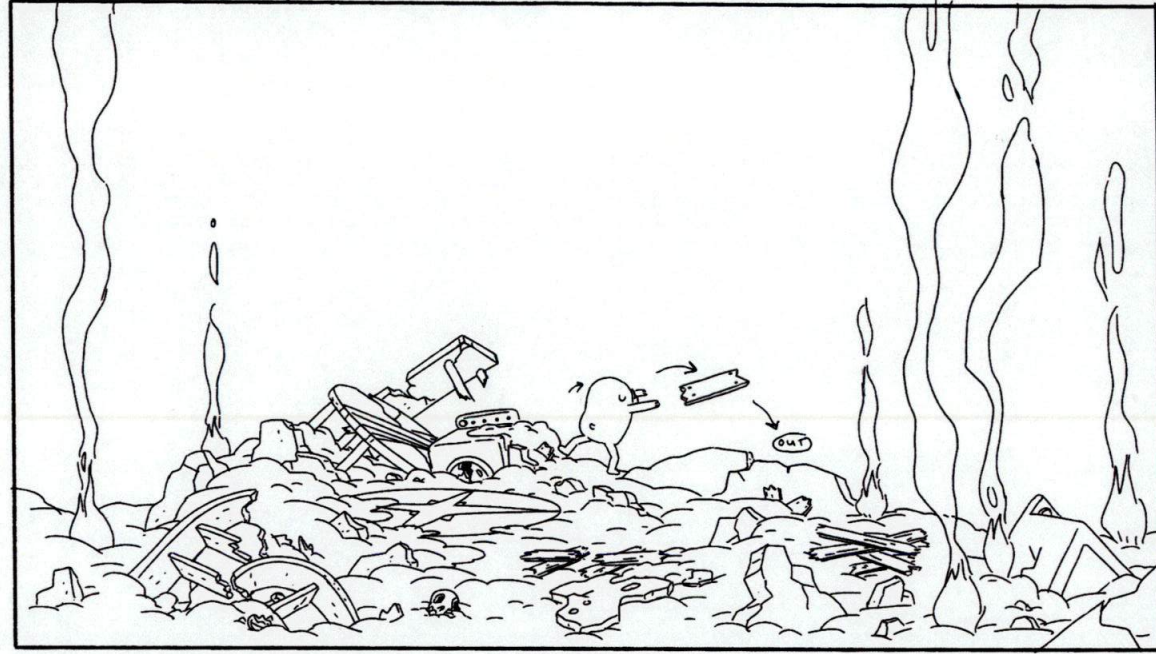
ADVENTURE TIME



Sc. 206 *CONT* Pnl. C Bg. day night



Sc. 206 *CONT* Pnl. D Bg. day night



Dialog:	
Action:	
Timing:	

AUG 1 8 2014

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Production:

1025/192

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ADVENTURE TIME



Sc. 206 *CONT*

Pnl. E

Bg.

day night

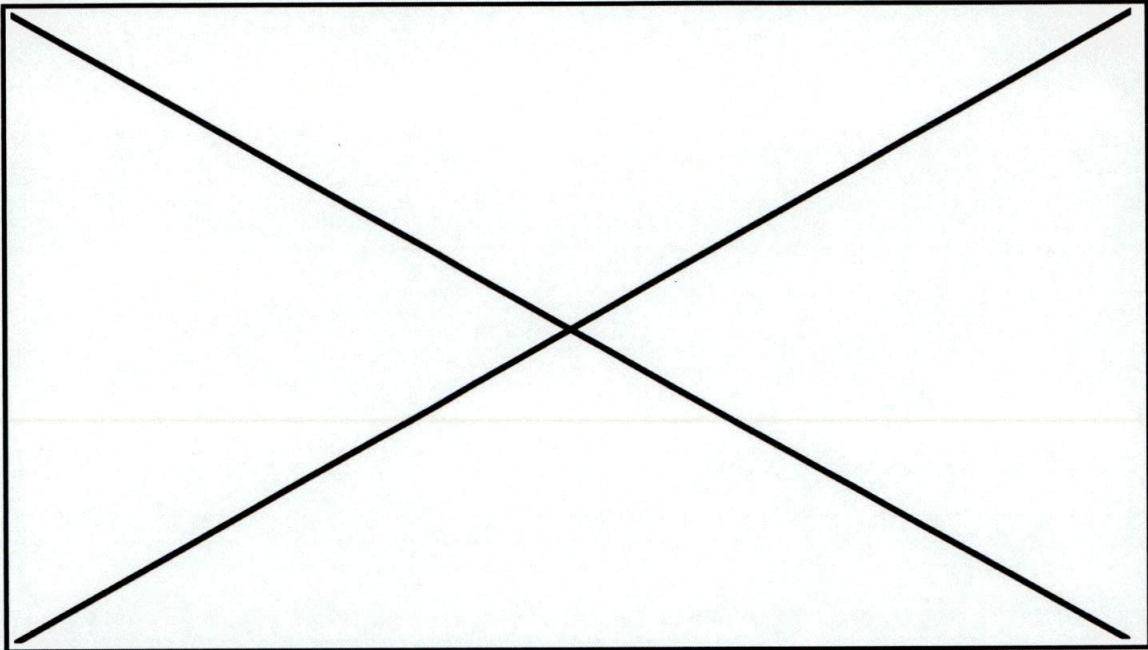
Sc.

Pnl.

Bg.

Page 278A

279 NEXT
day night



Dialog:

Action:

Timing:



AUG 18 2014

1025/192
EPISODE #

Production:

1025/192

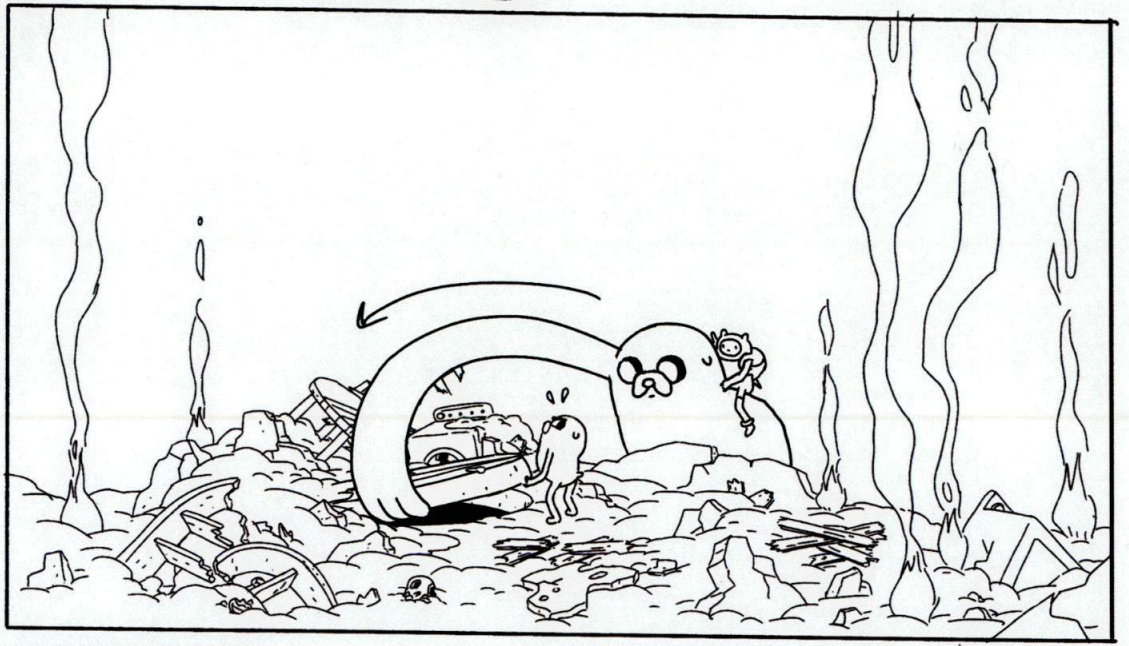
1025/192

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ADVENTURE TIME



Sc. 206 CONT Pnl. F Bg. day night Sr. 206 CONT G Rn. Page 279



Dialog:	[STRAIN] Jer)-- Open
Action:	-F+J WALK ON/S. -J. STRETCHES HAND AROUND RUBBLE. AUG 1 8 2014
Timing:	

EPISODE # 1025-192
1025/192
Production :

1025/192

ADVENTURE TIME



Ho
Cut

A

Page 280

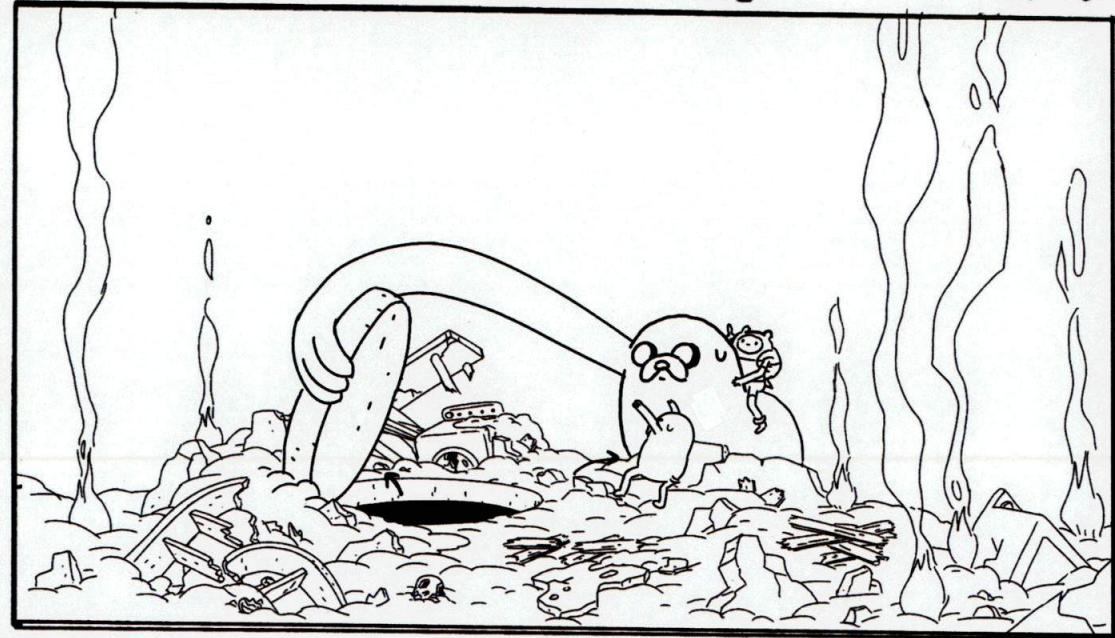
Sc.

206. CONT Pnl.

H

Bg.

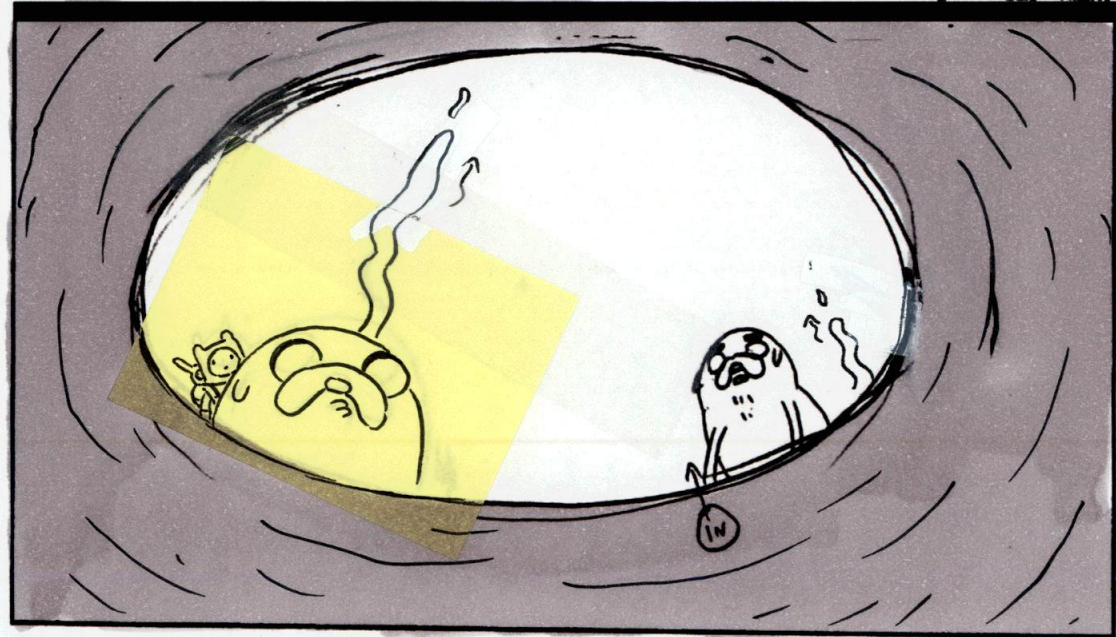
day night



Sc.

207

day night

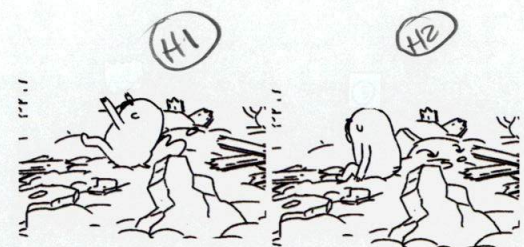


Dialog:

SFX: * CREAK *

Action:

Timing:



Jer -Do you see anything?

AUG 18 2014

EPISODE #

Production :

1025/192 1025-192

1025/192

1025/192

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1025/192

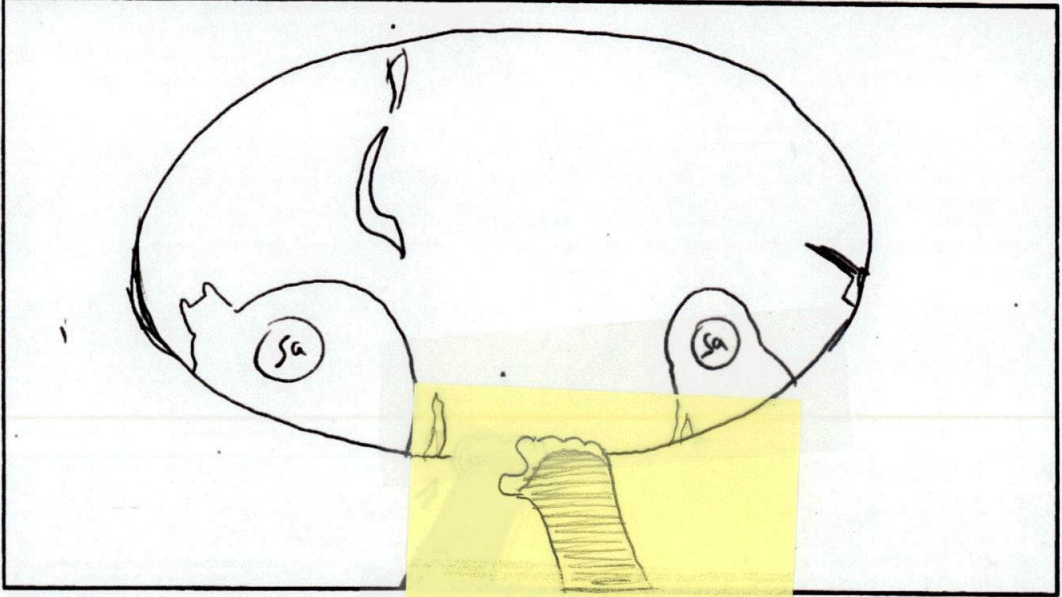
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ADVENTURE TIME

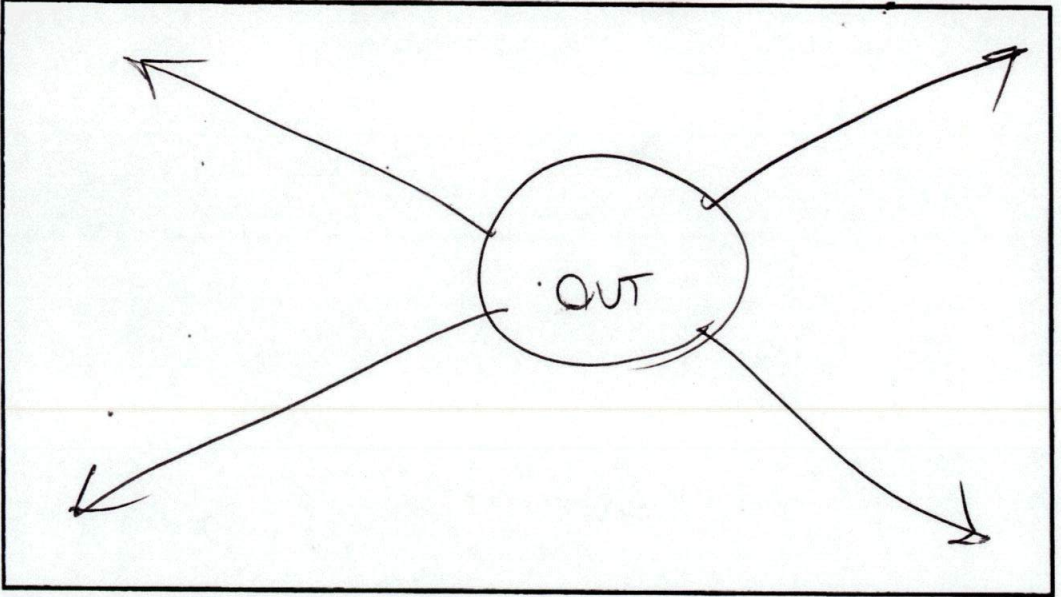


Ho
Cut

Sc. 207 CONT Pnl. **B** Bg. day night



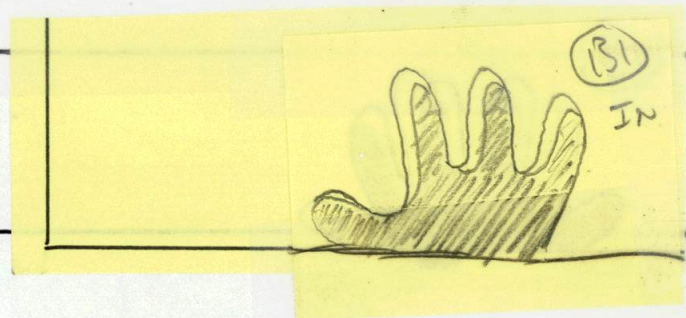
Sc. Pnl. Bg. day night



Dialog:
Bryce)- [COUGHS]

Action: -BRYCE REACHES ON/S

Timing:



AUG 18 2014

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Production :

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1025/192

1025/192

ADVENTURE TIME



Sc. 208

Pnl. A

Bg.

day night

Sc. 208 CONT

B

Bg.

day night

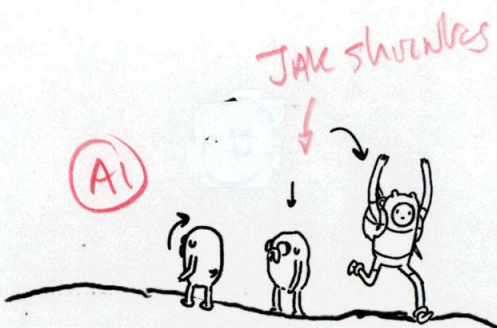
pg 282



Dialog:

Action:

Timing:



-BRYCE CRAWLS INTO VIEW.

AUG 18 2014

Jake returns to normal size

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Production :

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ADVENTURE TIME



HO CUT

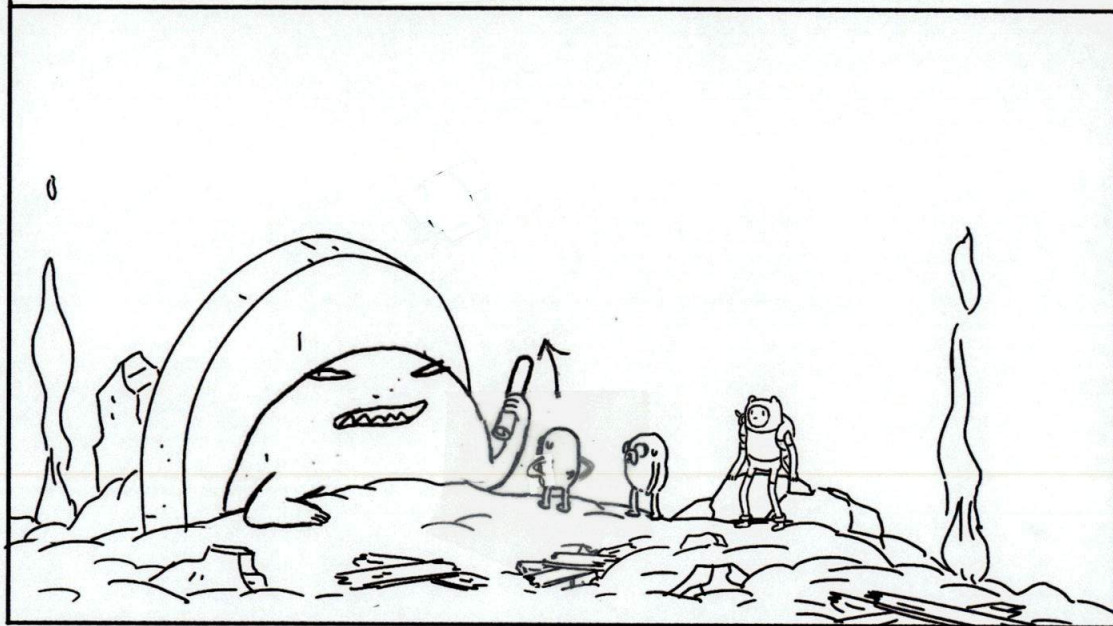
Page 283

Sc.

208 CONT.

Bg.

day night



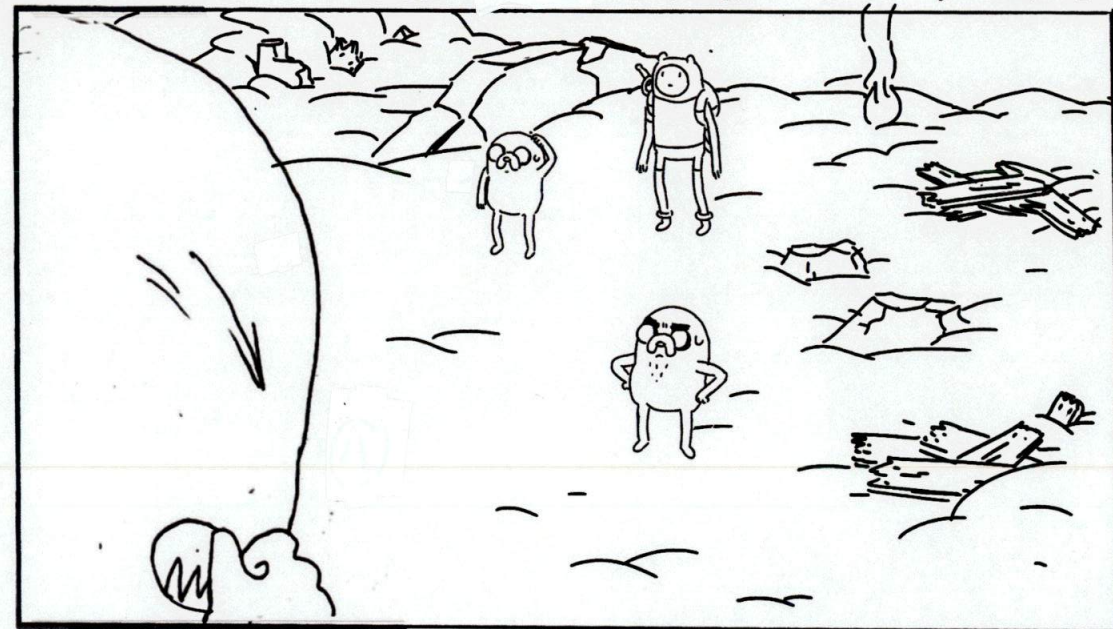
Sc.

209

Pnl.

A Bg.

day night



Dialog:

B)-I got my poster.

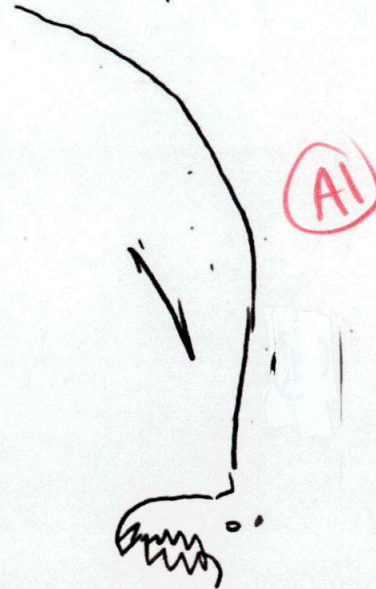
Action:

Timing:



B: KOFF!

AUG 18 2014



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Production :

1025/192

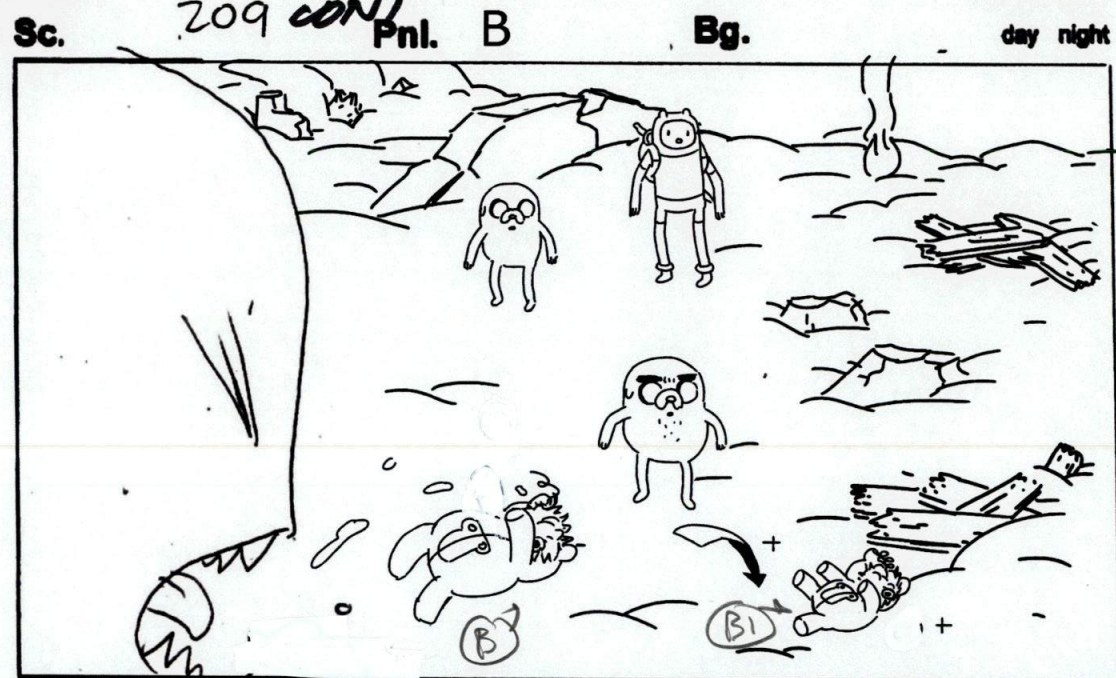
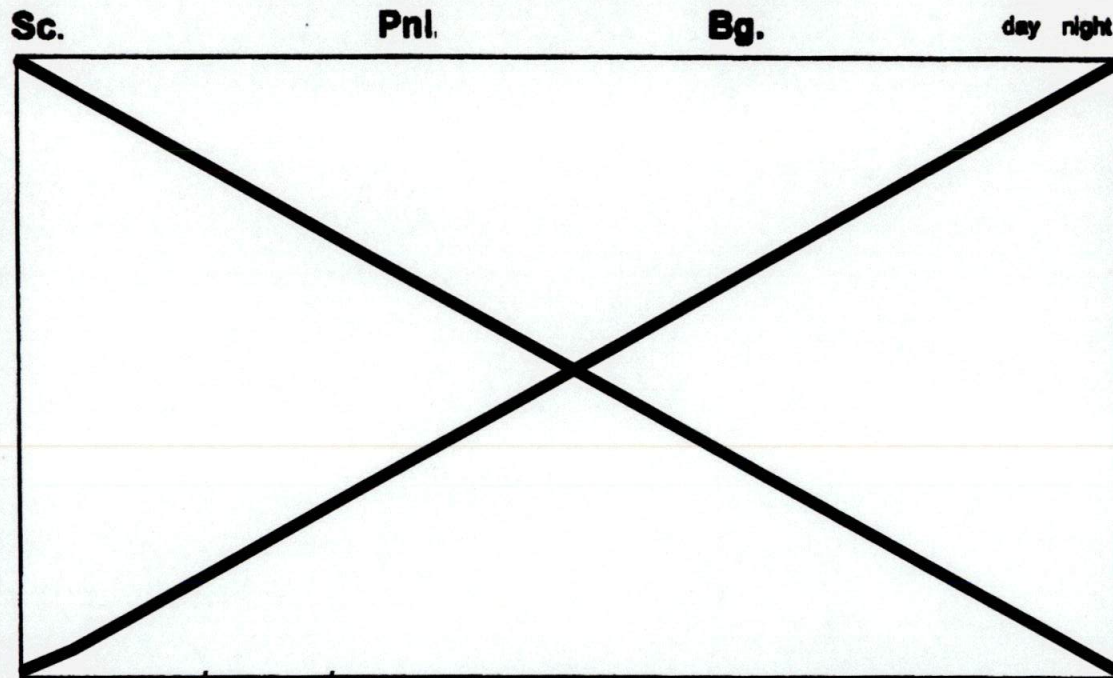
1025/192

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ADVENTURE TIME



Page 284



Dialog:

B: *Coff S* KOFF HIORK



Action:

— Bryce coughs up Teddy bear

AUG 18 2011

Timing:

Handwritten red text: "H2"

1025-192

EPISODE #

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Production :

1025/192

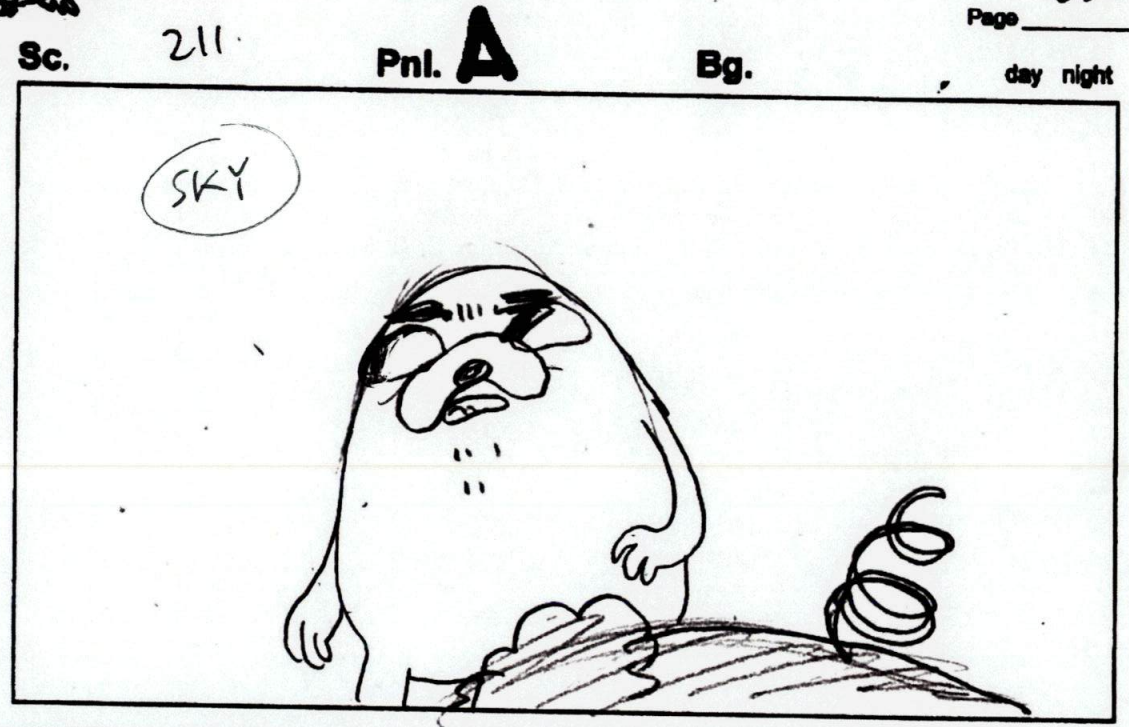
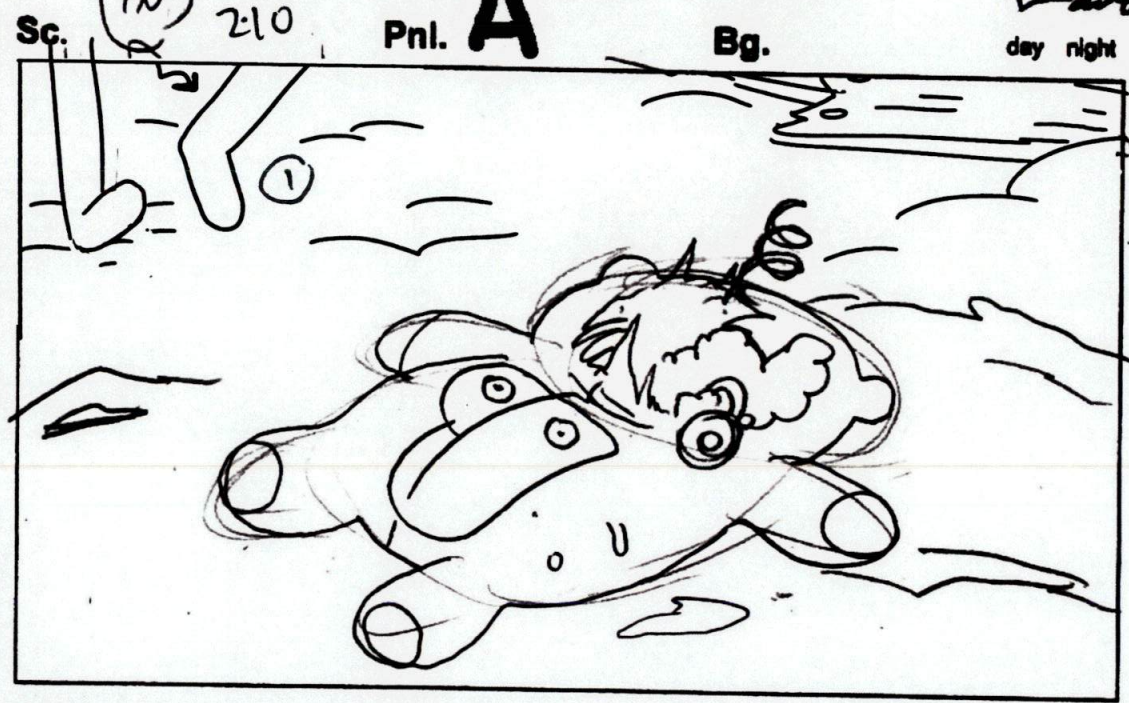
ADVENTURE TIME



Ho
Cut

Page 285

Ho
Cut



Dialog:		<p>Jer) (whispers) Booboo sousa..</p>
Action:		
Timing:		

AUG 18 2014

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Production :

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AD
CUT

ADVENTURE TIME

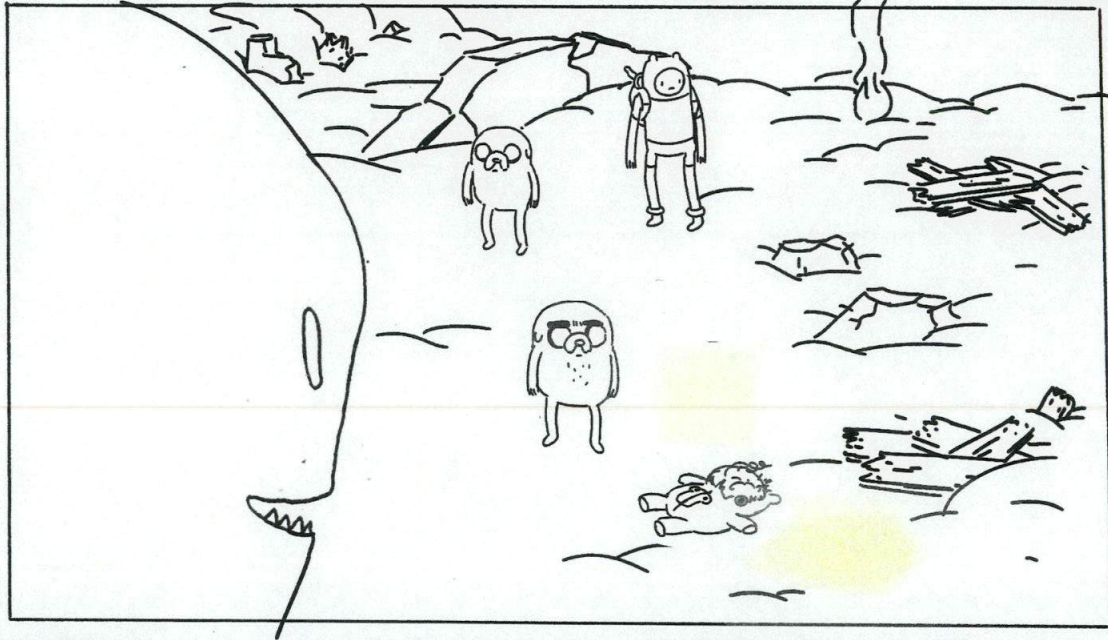


Sc. 242

Pnl. **A**

Bg.

day night

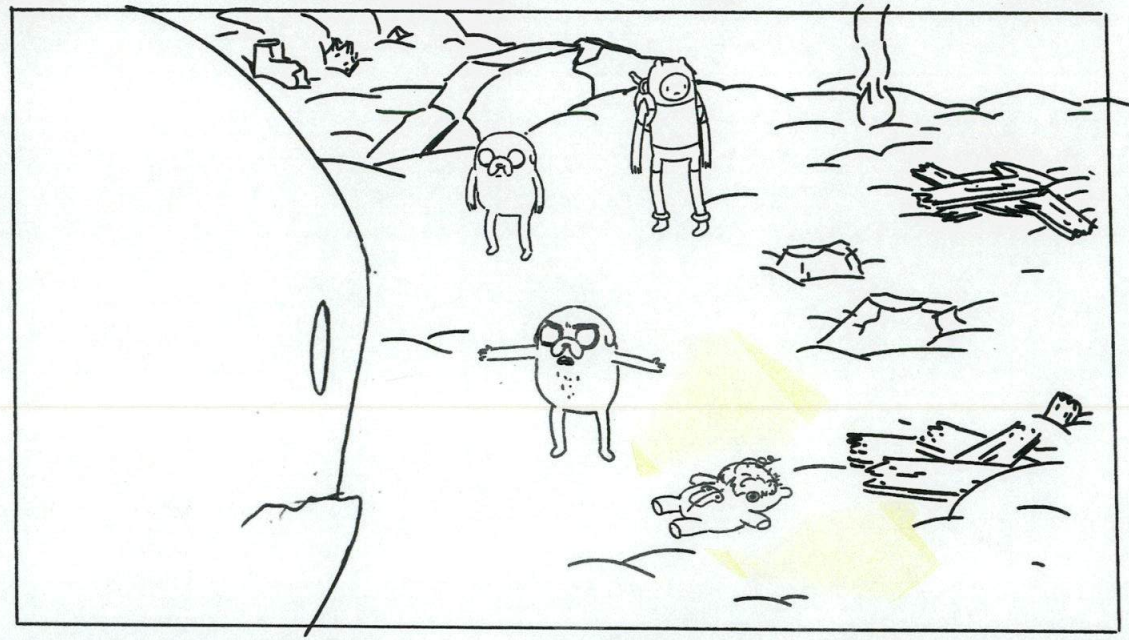


Sc. 242 CONT

Pnl. **B**

Bg.

day night



NK7
Y8.

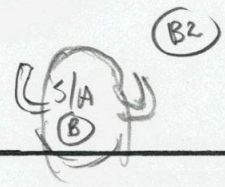
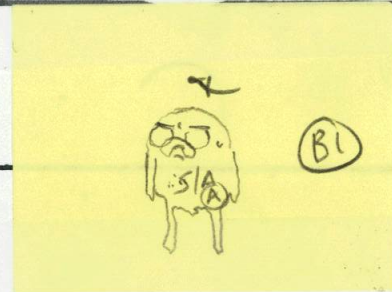
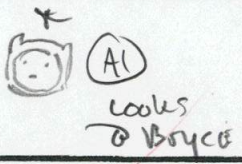
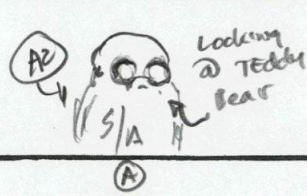
Page 280

Dialog:

B) - I ate it s stupid face OFF.
IT WAS SICK.

UGH...
Jer Do you even know what
you sound like when you talk like that?

Action:



Timing:

AUG 1 8 2014

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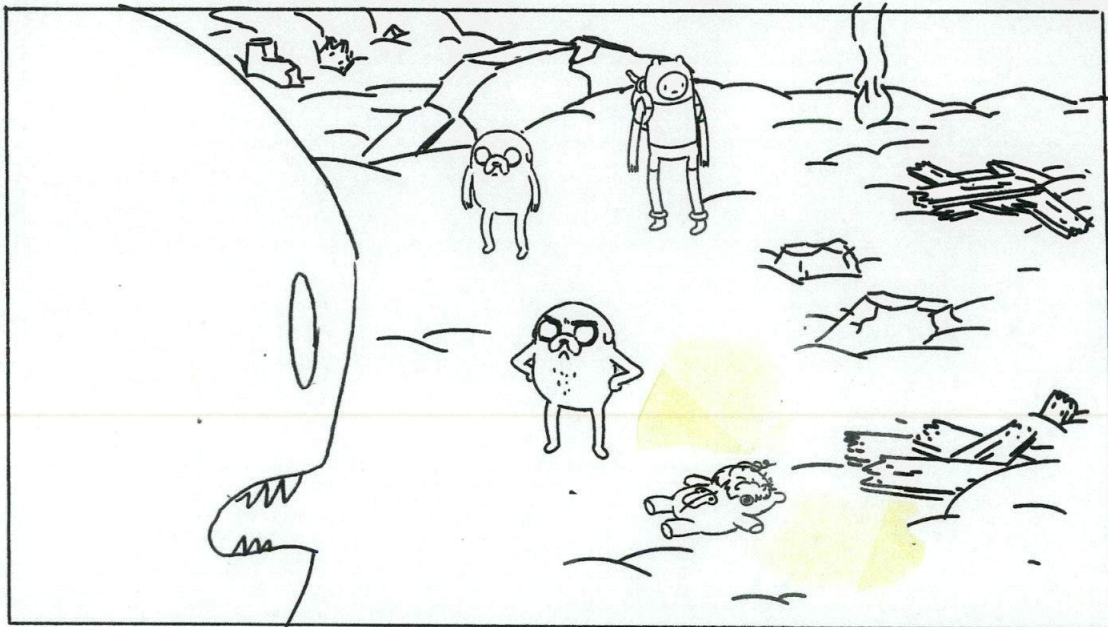
ADVENTURE TIME



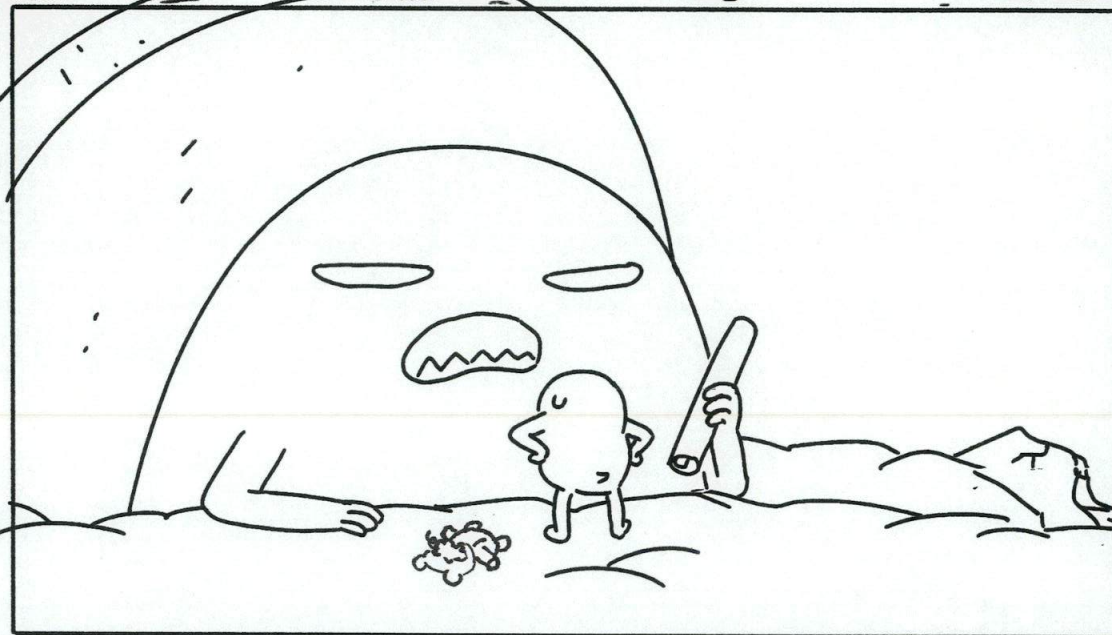
Ho
Cut

Page 287

Sc. 212 CONT Pnl. C Bg. day night



Sc. 213 Pnl. A Bg. day night



B : TALK like What?!

B/ I sound--

Action:

AUG 18 2014

Timing:

EPISODE #

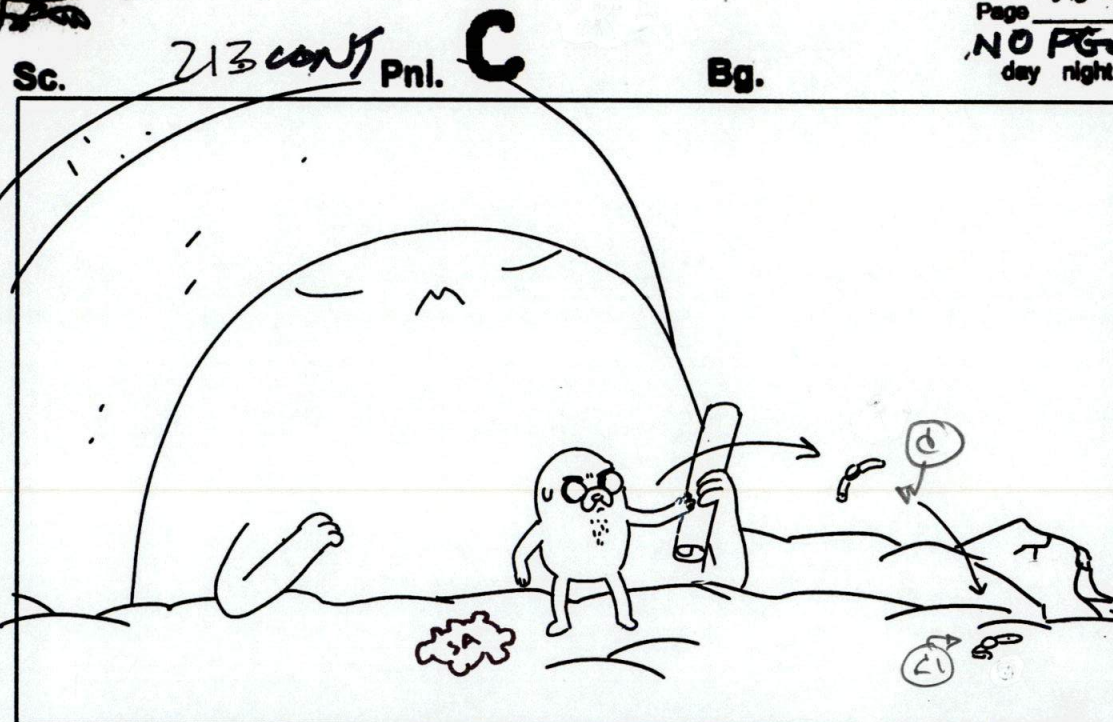
Production :

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1025/192

1025/192

ADVENTURE TIME



Dialog:

B: COOL.

Jer: If that's what you think.

Action:

— Jer takes off watch and throws it away

AUG 18 2014

Timing:

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1025/192

Production :

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ADVENTURE TIME



Sc.

214

Pnl.

A

Bg.

day night

Sc.

214 cont

Pnl.

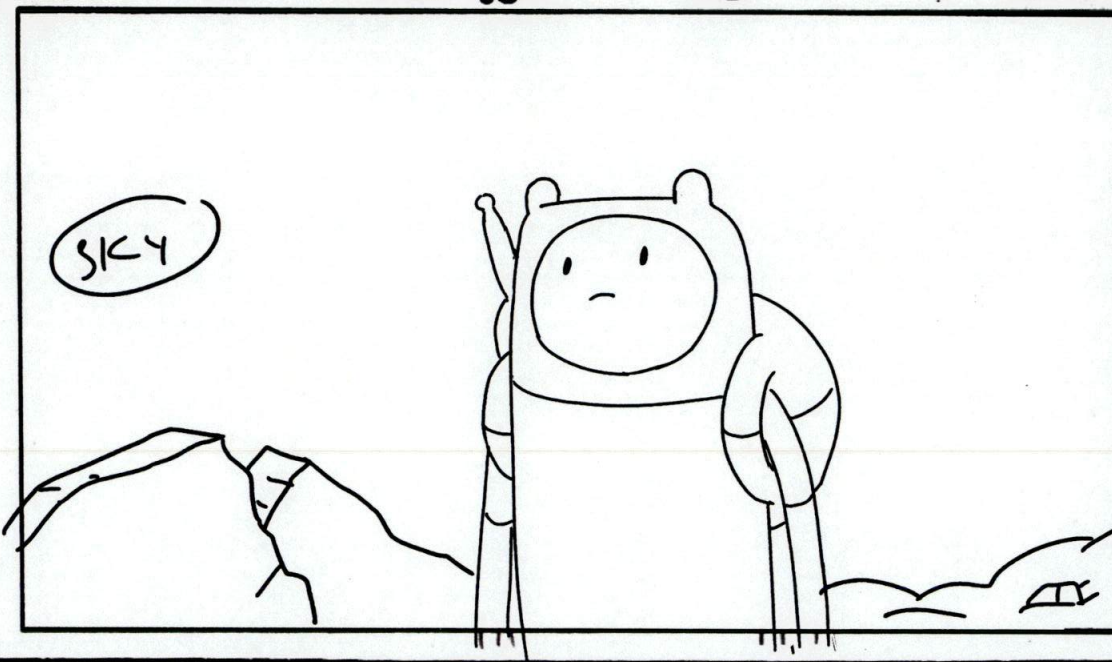
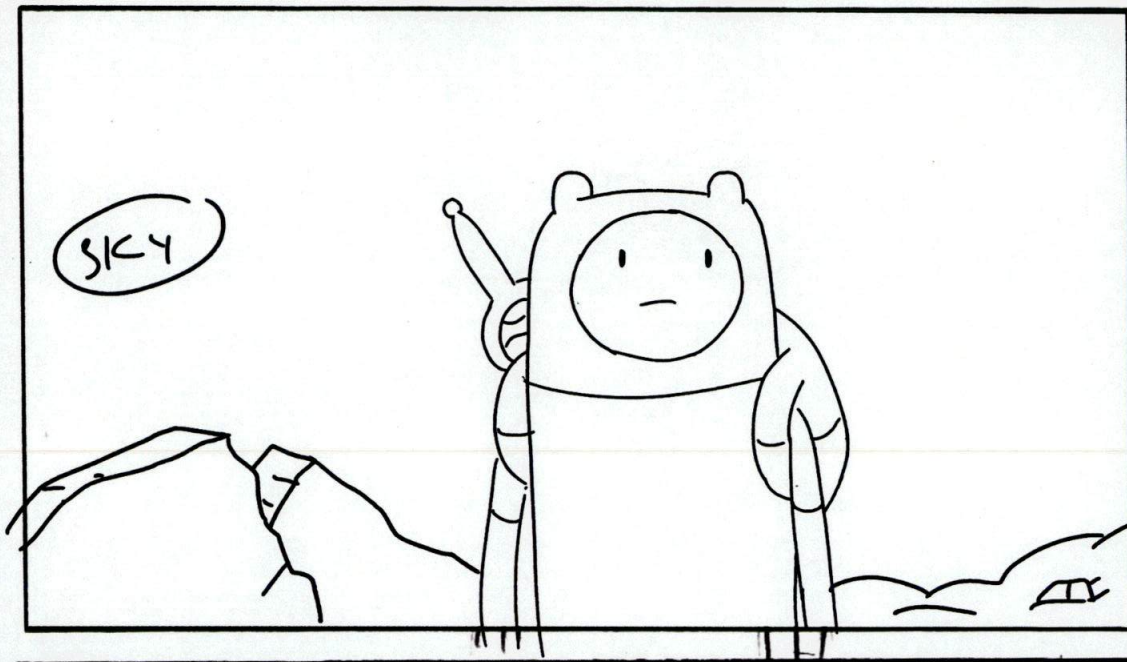
B

Bg.

Page

290

day night



Dialog:

Bryce (o.s.): That's what I know.

Action:

- Finn watches Bryce and Jer WALK PAST.

Timing:

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Production :

1025/192

Ho Cut

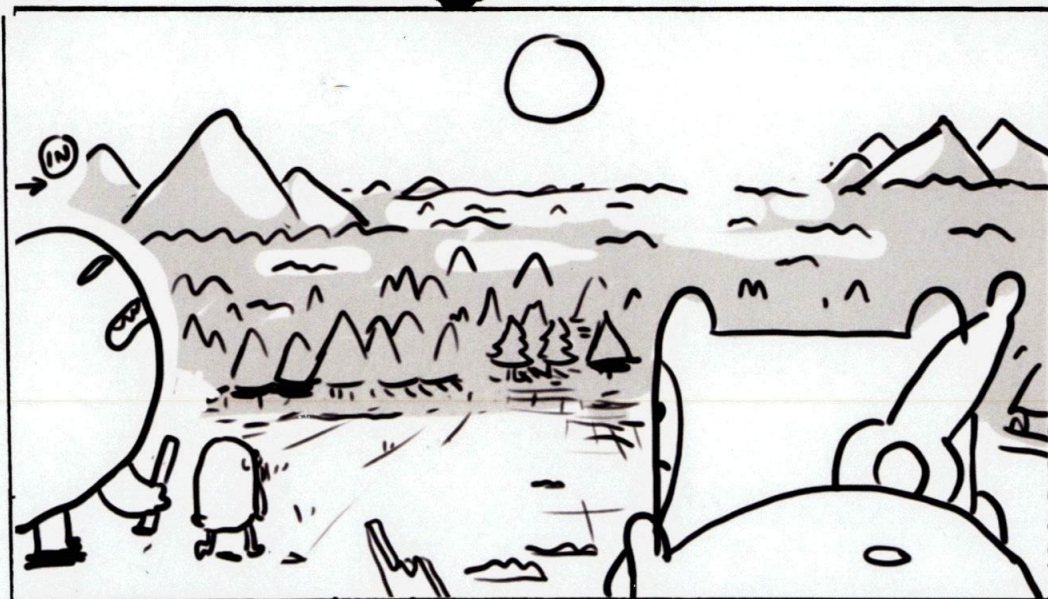
ADVENTURE TIME



Sc. 215 Pnl. **A** Bg. day night



Sc. 215 cont Pnl. **B** Bg. day night



Page 291
No PG 292
day night

Ho Cut

EPISODE # 1025-192

Dialog: DANIG,
B). HAS IT ALWAYS BEEN SO BRIGHT
OUT HERE ...

Action: - JERMAINE + BRUCE WALK ON/S.

Timing:

B/ Makes me want to explode the sun and
banish the earth into darkness.
Jer: See! You're doing it again!



(B2) AUG 18 2011

Production :

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Ho
Cut

ADVENTURE TIME



Sc.

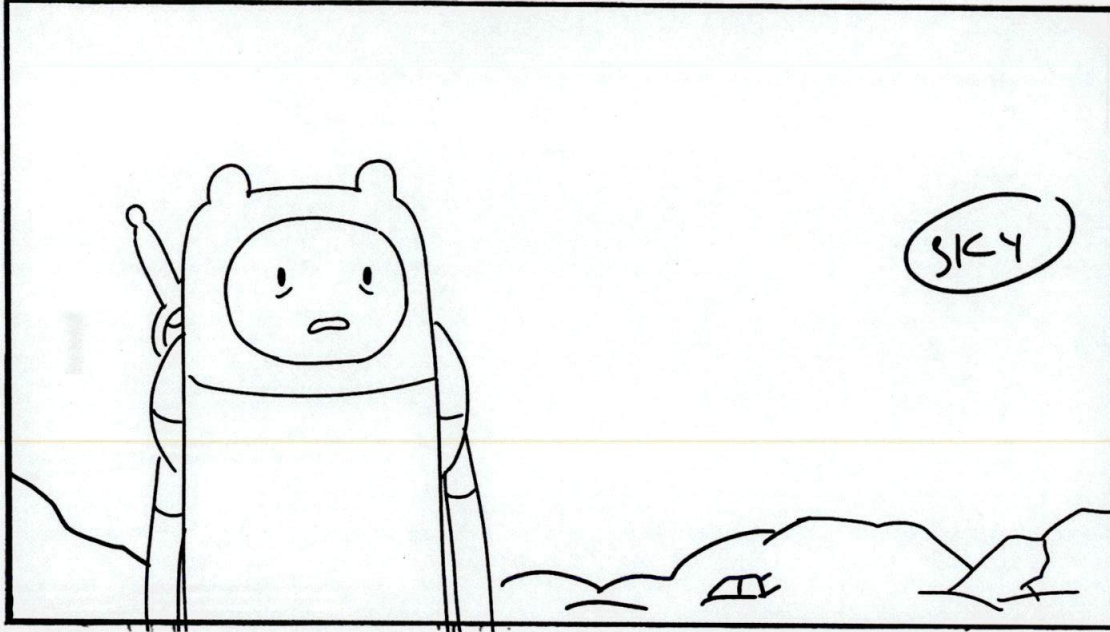
214

Pnl.

A

Bg.

day night



Sc.

214

cont

Pnl.

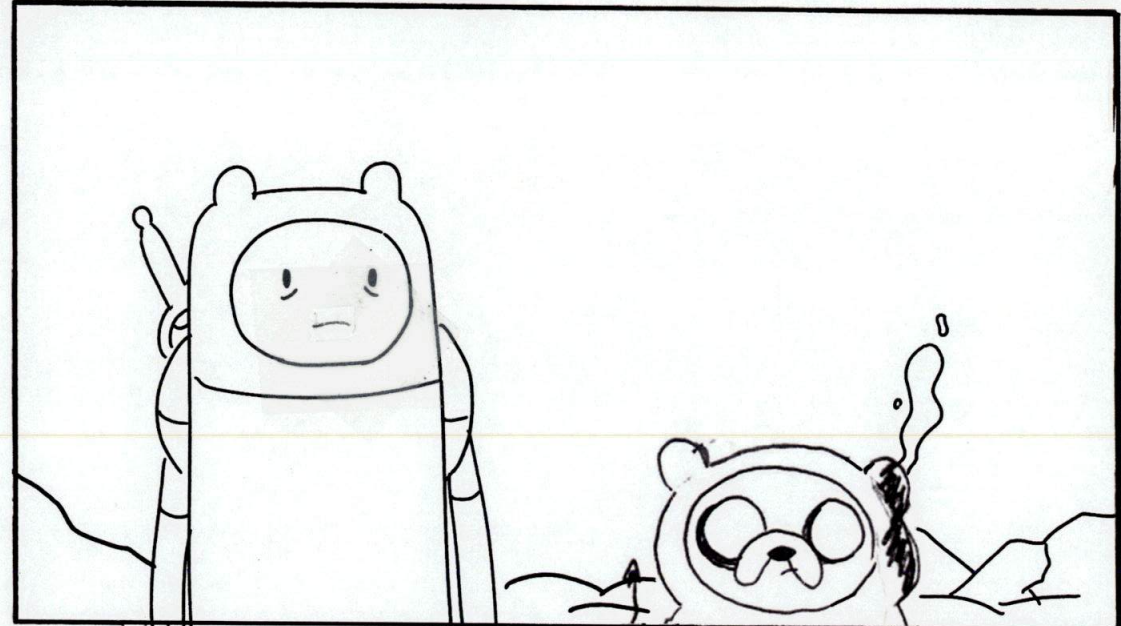
B

Bg.

Page

293

day night



Dialog:

F: MAN THOSE GUYS ARE MESSED UP.

Action:

- J. POPS ON/S WEARING BURNT
BEAR SUIT.

(END)

Timing:

AUG 18 2014

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